

GENERAL

★ AVALON HILL

Volume 28, Number 4

The Western Front

Featuring: ASL

Panzer Leader

D-Day '91

B-17



★ ★ The AVALON HILL
GENERAL

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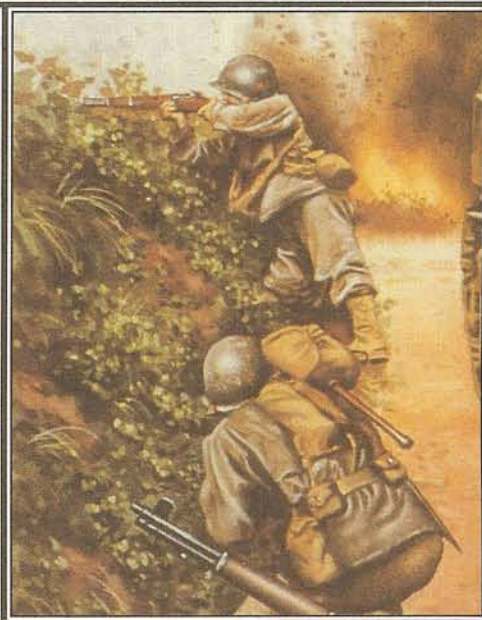
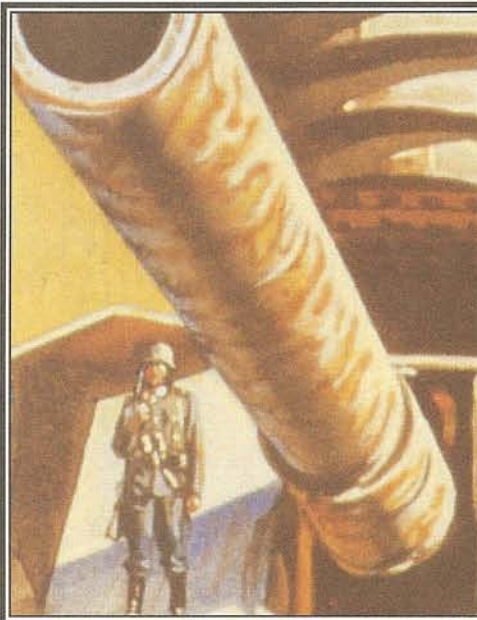
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THE AVALON HILL

Philosophy

Part 148 SAFETY IN NUMBERS

I had intended this issue's editorial to be a tribute to the United States military during the Second World War, especially after the rather glowing praise which I lavished on the Red Army in the last installment of this column. Before I go any further, I want to assure the readership that Volume 28, Number 4 of *The GENERAL* is meant to be exactly that; I take a back seat to nobody in my admiration for those men and women in uniform—some of them my own family and friends—who guard us while we sleep in the military of the United States armed forces.

But I was worried that the editorial would just sound like a re-tread of last issue's, until I read—and re-read—a very well-written letter by Mr. Robert Morss of Belfast, Maine. I want to present it to the readership in its entirety first; I'll pick up again after Mr. Morss closes.

Dear Don,

I have just finished your article "The Target for Today Is..." in *The GENERAL* Vol. 28, No. 2. Like yourself, I always enjoyed *B-17* for its gaming value—it always seemed like a very faithful portrayal of the hapless bomber crew, just "along for the ride," taking whatever fate handed out to them—the ultimate "man versus the Cold Equations" situation. Recently, however, dismayed by the difficulty in the game of completing 25 missions, I have entered the camp of the Number Crunchers to see whether or not the odds are historically "correct" or if they may be stacked against us.

The design notes to *B-17* state: "If you were a *B-17* crew member ... you had *only* a 30% chance to survive 25 missions." (italics mine) I have no reason to dispute this figure. Mr. Frank obviously researched his design thoroughly, so let's take it as a given.

QUESTION: If the probability of completing 25 missions is 30%, what must the odds be of surviving any one mission?

ANSWER: Based on the rule of consecutive percentages, if you fly n missions, each with a sur-

vival rate of x , the probability of surviving all the missions is x^n ; in other words, the 25th root of 30% tells us that, for our "given" to be true, there must be a 95.3% survival rate in one mission.

As an historical check on this, I totaled up the figures presented in *The GENERAL* Vol. 20, No. 6 for the 91st Bombardment Group's actual missions (those in which the *Memphis Belle* took part in completing her 25).

Total bombers sent out:	481
Bombers lost	20
Loss rate	4.2%
Survival rate	95.8%

If this survival rate were taken over 25 missions, the completion rate would be 34.2%.

As I understand it, historically the five percent loss figure was considered an upper limit by 8th Air Force, even for daylight bombing; a loss rate of five percent or more was considered too costly. Note that of the 25 missions of the *Memphis Belle*, only six missions had losses of over five percent. In sixteen of the raids, no bombers were lost.

QUESTION: What is the chance of surviving 25 missions in the game *B17, Queen of the Skies*?

ANSWER: In *The GENERAL* Vol. 23, No. 5 (page 22), Robert Olinski of El Paso, TX reported on his results after 3,000 missions:

Total bombers sent:	3,000
Bombers lost	479
Loss rate	16.0%
Survival rate	84.0%

Inserting *this* survival rate into the calculation we get the following:

$.84 = .013$, i.e. **there is only a 1.3% chance of surviving 25 missions!!** Mr. Olinski also reported that of a total of 4,984 crew members employed, only 54 completed 25 missions. Again, **a completion rate of just over one percent.**

In smaller samples, other players have produced similar results. Mike Hagen of Santa Ana, CA, reported 21 losses out of 70 bombers despatched (loss rate of 30%) in the *The GENERAL* Vol. 23, No. 1. In Vol. 20, No. 6, the "Raid on Detroit" is detailed where 31 bombers

were sent to Hamm. 11 were lost. Loss rate 35%(!). In my own play of the game, in 58 missions, 11 bombers were lost (19%). Your article recounts the loss of seven bombers on the outbound leg to Hamm, out of 32 sent; three more lost to FLAK; losses of 31% before any plane had a chance to make a bomb run.

CONCLUSION: Too many bombers are going down! As an exercise in all the different ways a *B17* can be destroyed, the game is terrific! Otherwise, it falls short in the area of survivability.

So that's the problem—how could it be fixed? Option A: Increase *B17* defensive fire effects. Not a good idea. I suspect the *B17* machine gun performance is already over-factored (i.e. too many German fighters are going down, also). Option B: Generate fewer attacking fighters. Would involve a whole new Table B-3. Or maybe just halving the results of Table B-4. This still would not fix the suspected problem of a too-potent *B17* defensive fire. Option C: Downgrade the effects of attacking fighters and *B17* machine guns. Would involve changing Tables M-1 and M-3. Employ a 2-dice system, with a fighter hit (typically) on a roll of 10 or more, a *B17* defensive hit on a roll of 11 or more. This is the option I took, designing new gunnery tables along these lines. There is still just as much activity, as far as enemy fighters appearing, just fewer losses on each side.

I have not played the game with my revised tables enough to establish any percentages. I just couldn't go on, knowing that my beloved *Pine Tree State* was little more than a goner from the word go, under the original rules.

You say you lament the existence of the "number crunchers" because they "reduce all wargaming to a mathematical exercise." But that is the beauty of *B-17, Queen of the Skies*—it depicts an activity of war that in the last analysis was just that.

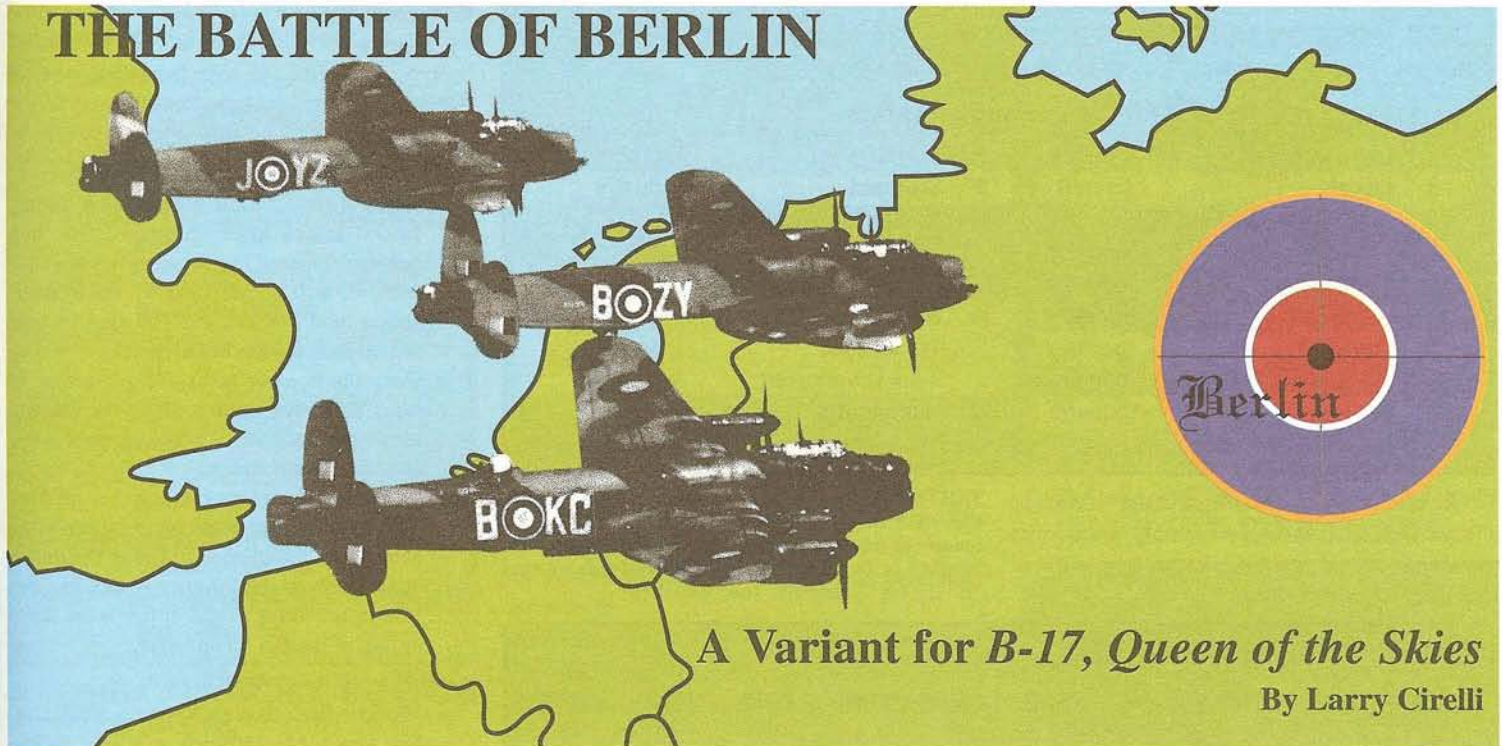
Robert Morss
Belfast, ME

I must admit that I was at first tempted to let Mr. Morss' letter stand on its formidable analytical merits as a perfect example of my reasons for having written "The Target for Today Is..."; to print some witty one-liner like: "I rest my case", or "See what I mean?", but that would be unfair as well as rude. Mr. Morss made some interesting points; more, his letter does what every well-thought-out and well-presented opinion should do. It makes one think.

I refer to Mr. Morss' letter as opinion because it is just that, despite his concise statistical work. But I wonder if he—or indeed, anyone reading through the histories of the Second World War—is aware of what has really shaped those opinions? Before going into that in greater detail, let me address some of the points in Mr. Morss' letter.

Continued on Page 25 ...

THE BATTLE OF BERLIN



A Variant for B-17, *Queen of the Skies*

By Larry Cirelli

INTRODUCTION:

In November of 1943, the RAF embarked on a campaign which was expected to finally bring the Third Reich to its knees. The target was Berlin and the British authorities were confident that its success would not only shorten the war, but also would prove once and for all to their American “cousins” the folly of daylight bombing. The introduction of the “Oboe” and “H2S” radar systems, and the formation of the Pathfinder Force had aided Bomber Command in making great strides in the area of night bombing since those early days in 1940. In that year, a report from the War Cabinet Secretariat stated that not only did bomber crews rarely find their targets, but they even less frequently hit them.

By 1943, Bomber Command’s tactics were aimed at Germany’s heavy industry centers. The strategy was not only to destroy the factories, but also the homes, morale and lives of the civilian population. Successes in the first campaigns against the Ruhr Valley and Hamburg had given the British good reason for their high expectations against the German capital; but the Luftwaffe’s night fighter force (NACHTJAGD) had also made great strides since 1940.

Gone were the days when German pilots complained that trying to intercept a bomber at night was like “trying to catch a fly in a darkened room”. Advances in airborne radar played a major role in the improvement of the NACHTJAGD’s performance. New radar equipment was developed which could not be jammed by “window” techniques and which could home-in on the navigational and tail-warning radars used in British bombers. New tactics were also implemented in 1943 which divided the NACHTJAGD into “Tame Boar” and “Wild Boar” units. “Tame Boar” units employed radar-equipped

twin-engine fighters which stalked British bombers alone, relying on ground radar and their own airborne sets to locate targets. “Wild Boar” tactics, on the other hand, called for single-engine fighters without radar to operate over the target itself. “Wild Boar” fighters would attack British bombers which were illuminated by searchlights or the raiders’ own marker flares. Both the improved radar and the new tactics helped make the NACHTJAGD “uncomfortably efficient” by the Fall of 1943. From a force of 35 in 1940, the NACHTJAGD reached a peak strength of almost 600 “Tame Boar” and “Wild Boar” fighters by March, 1944.

By its conclusion, the Battle of Berlin was the greatest assault ever to be launched against a European city. Between November, 1943 and March, 1944, Bomber Command flew over 20,000 sorties in 35 major operations against Berlin and 12 other German cities. Over half of the sorties were against the German capital. In the end, the British had to make the painful admission that they had failed to pound Hitler’s capital or his nation into submission. The cost was 1,047 bombers lost and 1,682 damaged. On the German side, the NACHTJAGD reached the highwater mark of its existence on the last night of the campaign—March 30/31, 1944. On that night, of the 781 bombers sent to Nuremberg, “Tame Boar” fighters were credited with destroying 80 of the 108 British aircraft lost. As for the British, the one bright spot was the emergence of the Lancaster as the mainstay of Bomber Command—the British “Queen of the Skies”.

VARIANT RULES

Except for the rule changes listed below, all other rules from *B-17, QUEEN OF THE SKIES* remain in effect.

THE COMBATANTS:

You are now the commander of a British Lancaster heavy bomber. The Lancaster was a four engine bomber, but had some marked differences from the B-17. The Lancaster only had a crew of 7: Pilot, Bomb Aimer, Navigator, Flight Engineer, Radio Operator, Mid-upper Turret Gunner and Tail Gunner. For defensive fire, the Lancaster carried eight machine guns: Two in each of the nose and mid-upper turrets and four in the tail turret. Unfortunately, the Lancaster was armed with the less powerful .303 Browning machine gun. The tail guns were supplied with 10,000 rounds of ammo which was located in the forward part of the waist compartment, and carried by tracks back to the tail guns. The bomb bay was underneath the aircraft, being situated beneath the pilot and waist compartments. Although Lancasters were being supplied with radar sets by 1943, for simplicity this aspect has not been included.

Your adversaries will be the Me-110 “Tame Boar” fighter and the Me-109 “Wild Boar” fighter. The Me-110 was the backbone of the NACHTJAGD in the early years, but by 1943 was being supplanted in that role by newer types. “Wild Boar” tactics were implemented after the successful British raid on Hamburg in July, 1943.

1. PRE-MISSION STEPS

A. Because of the “bomber stream” tactics employed by Bomber Command, it is not necessary to roll for your bomber’s position in the squadron or formation. Your bomber is never considered to be “out of formation”, but it may drop to 10,000 feet due to battle damage.

B. Roll for the target city on the Mission Targets table (G-3 [L]) on the following page:

G-3 [L] MISSION TARGETS

Roll 2D.

ROLL TARGET	TYPE	ROLL TARGET	TYPE
2 Ludwigshaven	Industry	8 Berlin	Industry
3 Leipzig	Aircraft	9 Stuttgart	Industry
4 North Germany (Roll 1D):		10 South Germany (Roll 1D):	
1, 2 = Brunswick	Industry	1-3 = Augsburg	Aircraft
3, 4 = Magdeburg	Industry	4-6 = Schweinfurt	Ball Bearings
5, 6 = Stettin	Industry	11 Ruhr Valley (Roll ID):	
5 Frankfurt	Industry	1-3 = Essen	Industry
6 Berlin	Industry	4-6 = Leverkusen	Industry
7 Berlin	Industry	12 Nuremberg	Industry

C. Examination of the Flight Log Gazetteer (Table G-11 [L]) is necessary only when your bomber is shot down and you need to know if you are over land or water.

EDITOR'S NOTE: All Table references follow the style of the original *B-17* rules. All Tables unique to this article are labelled as per their counterparts in *B-17*, with the addition of a bracketed "L" [L] for "Lancaster" (i.e., G-3 [L]).

G-11 [L] FLIGHT LOG GAZETEER*

TARGET CITY	ZONE 4	ZONE 5	ZONE 6	ZONE 7	ZONE 8	ZONE 9	ZONE 10	ZONE 11
Augsburg	W/N	N	N/G	G	G	G	G	G
Berlin	W	W	W	W/G	G	G	G	
Brunswick	W	W	W	W/G	G			
Essen	W/N	N	G					
Frankfurt	W/N	N	N/G	G	G			
Leipzig	W	W	W	W/G	G	G	G	
Leverkusen	W/N	N	G					
Magdeburg	W	W	W	W/G	G	G		
Ludwigshaven	W/N	N	N/G	G	G			
Nuremberg	W/N	N	N/G	G	G	G	G	
Schweinfurt	W/N	N	N/G	G	G	G		
Stuttgart	W/N	N	N/G	G	G	G		
Stettin	W	W	W	W/G	G	G	G	G

* W = Water, N = Netherlands, G = Germany. Player has a choice of where to come down if a zone has two letters.

D. Place bomber marker on Bomber Command Base on Lancaster Strategic Movement Board.

2. MISSION STEPS

A. Do not roll for fighter cover. There is no fighter coverage available at any time during these missions.

B. As your bomber enters a zone, determine if it will be attacked by a "Tame Boar" fighter by rolling ID on the "Tame Boar" table (B-2 [L]):

B-2 [L] "TAME BOAR" TABLE

Roll 1D.

ZONE	TO TARGET	FROM TARGET
1-3	No Attacks	No Attacks
4	6	6
5	5, 6	6
6-11	4-6	6
Target	3-6	5, 6

C. When your bomber enters the target zone, the following sequence of play occurs:

1. Weather Phase
2. "Tame Boar" Phase (treat as TO TARGET on Table B-2 [L])
3. Searchlight Phase
4. Flak Phase
5. "Wild Boar" Phase
6. Bomb Run
7. "Tame Boar" Phase (treat as FROM TARGET on Table B-2 [L])

3. COMBAT PROCEDURES FOR "TAME BOAR" FIGHTERS

A. An attacking German "Tame Boar" fighter will always be a single Me-110 attacking from the 6 O'clock Low position.

B. The Me-110 will always make three attacks (Initial and both Successive attacks) unless destroyed or having received a FBOA damage result from Table M-2.

C. Spotting Phase

1. Roll ID:

- 1, 2 = Me-110 spotted by Tail Gunner;
- 3-6 = Me-110 approaches unseen.

2. If the Me-110 is spotted, then:

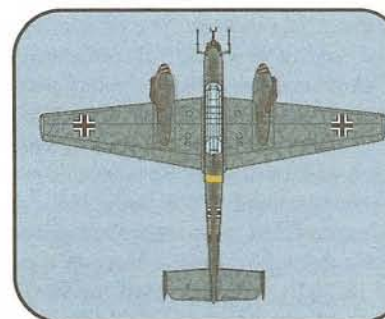
- a. Follow normal rules for combat.
- b. Bomber may take evasive action during Initial attack after defensive fire, but before offensive fire. This means that the Me-110 will be affected by the evasive action modifier, but the Tail Gunner will not (at least for the Initial attack).
- c. Once the bomber takes evasive action, it must do so throughout all of the present turn's attacks. (See Section 15, page 8 for Evasive Action Rules.)
- d. Mid-upper Turret may only fire at the Me-110 if the bomber is taking evasive action. Mid-upper Turret can *not* fire in the Initial attack, only in the Successive attacks. The Mid-upper turret's field of fire is the same as that of the B-17 Top turret.

3. If Me-110 is not spotted, then:

- a. Me-110 fires first in Surprise Offensive Fire Phase. Me-110 fires only once during this phase, and no defensive fire is allowed.
- b. After Surprise Phase, resolve combat as per above in section 3.C.2 of these rules.

D. Offensive/Defensive Fire

1. The Tail Guns need a die roll of 5 or 6 to hit the attacking Me-110.
2. The Tail Guns will receive the +1 modifier when rolling on Table M-2 *only* if all four tail guns are operational.
3. If bomber is taking evasive action, all defensive fire from the bomber needs a die roll of "6" to hit attacking German fighters.
4. Me-110 needs a die roll of 4-6 to hit the bomber.
5. During the surprise offensive fire phase, an Me-110 can roll a 3-6 to hit the bomber.
6. If an Me-110 hits the bomber, roll 2D on Table B-4 to determine number of hits.
 - a. Use 6 O'clock position during surprise offensive fire phase only.
 - b. Use Vertical Climb position for all other attacks.
 - c. Do not add "1" to the number of shell hits achieved by an Me-110 "Tame Boar".



7. For each shell hit, roll 2D on the Area Damage Table (B-5 [L]) to determine the area of the bomber which is affected:

B-5 [L] AREA DAMAGE TABLE

Roll 2D.

ROLL	AREA HIT
2	Nose
3	Bomb Bay
4	Superficial Damage
5	Port Wing
6	Tail
7	Wings — Roll ID: 1-3 = Port Wing; 4-6 = Starboard Wing
8	Waist
9	Starboard Wing
10	Superficial Damage
11	Pilot Compartment
12	Bomb Bay

4. COMBAT PROCEDURES FOR “WILD BOAR” FIGHTER

A. “Wild Boar” attacks take place only over the target zone, and the “Wild Boar” fighter is always an Me-109.

B. The “Wild Boar” fighter attacks on a die roll of “6”, or automatically if your bomber is spotted by a searchlight.

C. Attack Phase

1. Roll 2D on TABLE B-6 SUCCESSIVE ATTACKS to determine attack position.
2. Only one “Wild Boar” fighter will attack at a time.
3. If a “Wild Boar” fighter was generated by the bomber’s being spotted by a searchlight, conduct normal combat procedures (initial and any successive attacks).
4. If a “Wild Boar” fighter was generated by die roll, only one (initial) attack occurs.
5. All Offensive and Defensive fire is modified by -1. A “6” is always a hit, regardless of modifiers.

D. “Wild Boar” attacks take place after Flak attacks, but before the bomb run.

E. Your bomber may take evasive action during the “Wild Boar” phase, but the bomb run is then modified by -1.

5. TARGET ZONE PHASE

A. Roll for weather on the “Weather Over Target” table (O-1 [L]).

O-1 [L] WEATHER OVER TARGET

Roll 2D.

ROLL	WEATHER
2	Bad
3, 4	Poor
5 - 9	Good
10, 11	Poor
12	Bad

1. Also use Table O-1 [L] for weather over base when returning from a mission.
2. Use modifiers on Table O-1 to determine effect weather has on mission (if any).

B. Roll for “Tame Boar” Fighter

1. Use same rules as mentioned in section II, B and section III of these rules.
2. Bad or poor weather will modify the possibility of attack by “Tame Boar” fighters and spotting phase die rolls by -1.

C. Roll for Searchlight Phase

1. Roll ID: 1-4 = No Effect; 5-6 = Searchlight has spotted and is fixed on your bomber.
 - a. Die roll on Table O-2 is modified by +1.
 - b. Bomber is automatically attacked by a “Wild Boar” fighter.
2. Bad or poor weather will modify the searchlight die roll by -1.

D. Resolve “Flak Over Target” as per the basic game rules.

E. Roll for “Wild Boar” Fighter.

1. Refer to Section 4 of these rules.
2. There is no die roll for a “Wild Boar” if one has already been generated in the Searchlight Phase. Your bomber will be attacked by only one “Wild Boar” fighter while over the target zone.

F. Conduct your Bomb Run as per the basic game rules.

1. Cities in the Ruhr Valley were in range of the “Oboe” apparatus, which proved to be a much better navigational system than the H2S radar. Therefore, if your mission is to Essen or Leverkusen, modify the “Bomb Run” die roll on Table O-6 by +1.

G. Roll for “Tame Boar” Fighter.

6. CAMPAIGN GAME

A. You’re in the RAF now! Tour of duty is 30 missions.

B. To add a touch more realism, increase the tour of duty to 60 missions. RAF personnel were expected to “volunteer” for a second tour of 30 missions.

7. MISCELLANEOUS

A. Nose and Mid-upper Turrets do not receive the +1 modifier for twin guns on Table M-2.

B. The Tail gunner may not fire at German fighters attacking from the front as they pass the rear of the bomber (9.2).

C. Since your bomber is never considered to be out of formation, you may never abort a mission for this reason.

D. On the Mission Chart, use the Nose and Top Turret ammo boxes for the Nose and Mid-upper Turrets, respectively. For the Tail Guns, use the ammo boxes for the Port Waist, Starboard Waist and Tail Guns combined.

E. The Random Events Table is never used. If you get a die roll referring you to this table, roll again until you receive another result.

F. If the Tail Guns run out of ammunition, they may not transfer ammo from the other guns, nor may they lend their ammo to the other guns.

G. If your bomber is forced to 10,000 feet by battle damage, roll for searchlights in the searchlight phase. If a searchlight finds your bomber, roll 2D three times instead of twice on the Light Flak column of Table O-3.

H. If your bomber loses one engine and you drop bombs to avoid spending two turns in each zone, your mission is automatically aborted, but still counts toward your tour-of-duty requirements.

I. Ignore any die roll result for the Radio Room; if such a result is obtained, roll again until you receive another result.

7. DAMAGE TABLE CHANGES (BLUE AND PINK CARDS)

BI-1 [L] WINGS

Roll 2D per shell hit.

ROLL	AREA HIT	EFFECT
2 - 5	Same as B-17	See B-17 Table BI-1.
6	Rubber Raft	Applies to a Starboard Wing Hit ONLY! If Lancaster forced to ditch in water, roll on Table G-10 is -2. If hit was on Port Wing, treat as Superficial Damage (No effect).
7 - 12	Same as B-17	See B-17 Table BI-1.

(Changes to Pink Cards begin on next page)

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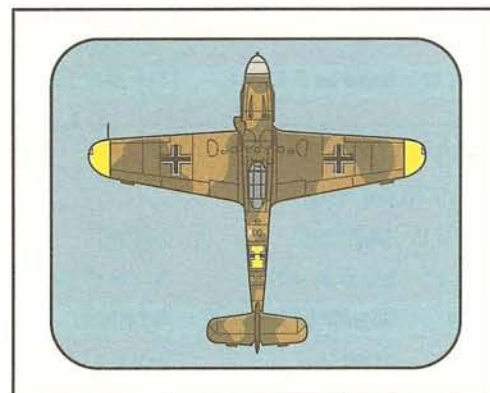
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The Strategic Air Offensive Against Germany, 1939-1942



P-1 [L] NOSE

Roll 2D per shell hit.

ROLL	AREA HIT	EFFECT
2	Mark XIV Bomb Sight	Bomb run automatically off target.
3	Superficial Damage	No effect.
4	Nose Turret	Roll 1D: 1-3 = guns inoperable; 4, 5 = Bomb Aimer rolls for wound on Table BI-4; 6 = guns inoperable and Bomb Aimer rolls for wound.
5	Bomb Aimer	Roll for wound on Table BI-4.
6 - 8	Superficial Damage	No effect.
9	Bomb Aimer	Roll for wound on Table BI-4.
10	Bomb Controls Out	Bombs must be dropped manually. Bomb run on Table O-6 is -3.
11, 12	Same as B-17	See B-17 Table P-1.

P-2 [L] PILOT COMPARTMENT

Roll 2D per shell hit.

ROLL	AREA HIT	EFFECT
2	Bomb Bay	Roll 2D on B-17 Table P-3.
3	Compartment Heat	Compartment Heat out.
4	Navigator	Roll 1D: 1, 2 = Navigator's equipment inoperable. Bomber must spend 2 turns in each future odd-numbered zone entered; 3-5 = Navigator must roll for wound on Table BI-4; 6 = Navigator's equipment inoperable and Navigator must roll for wound.
5	Pilot	Roll for wound on Table BI-4. If Pilot is KIA or Seriously Wounded, then Flight Engineer must be first crewman to take over, if able to do so.
6	Flight Engineer	Roll for wound on Table BI-4.
7	Superficial Damage	No effect.
8	Radio Operator	Roll 1D: 1 = Intercom system out. May abort mission. If German fighter is spotted, bomber may not take evasive action until after German first firing; 2, 3 = Radio out. If forced to land in water, roll on Table G-10 is -6; 4-6 = Radio Operator must roll for wound on Table BI-4.
9	Instruments	Roll for damage on Table BI-2.
10	Oxygen Supply Hit	Roll 1D: 1 = Pilot; 2 = Flight Engineer; 3 = Navigator; 4 = Radio Operator; 5 = all hit; 6 = Fire and compartment oxygen out. See B-17 rules section Oxygen Out. Roll to extinguish fire on Table BI-3.
11, 12	Same as B-17	See B-17 Table P-2.

P-3 [L] BOMB BAY

Roll 2D per shell hit.

ROLL	AREA HIT	EFFECT
2, 3	Same as B-17	See B-17 Table P-3.
4	Superficial Damage	No effect.
5 - 12	Same B-17	See B-17 Table P-3.

P-5 [L] WAIST

Roll 2D per shell hit.

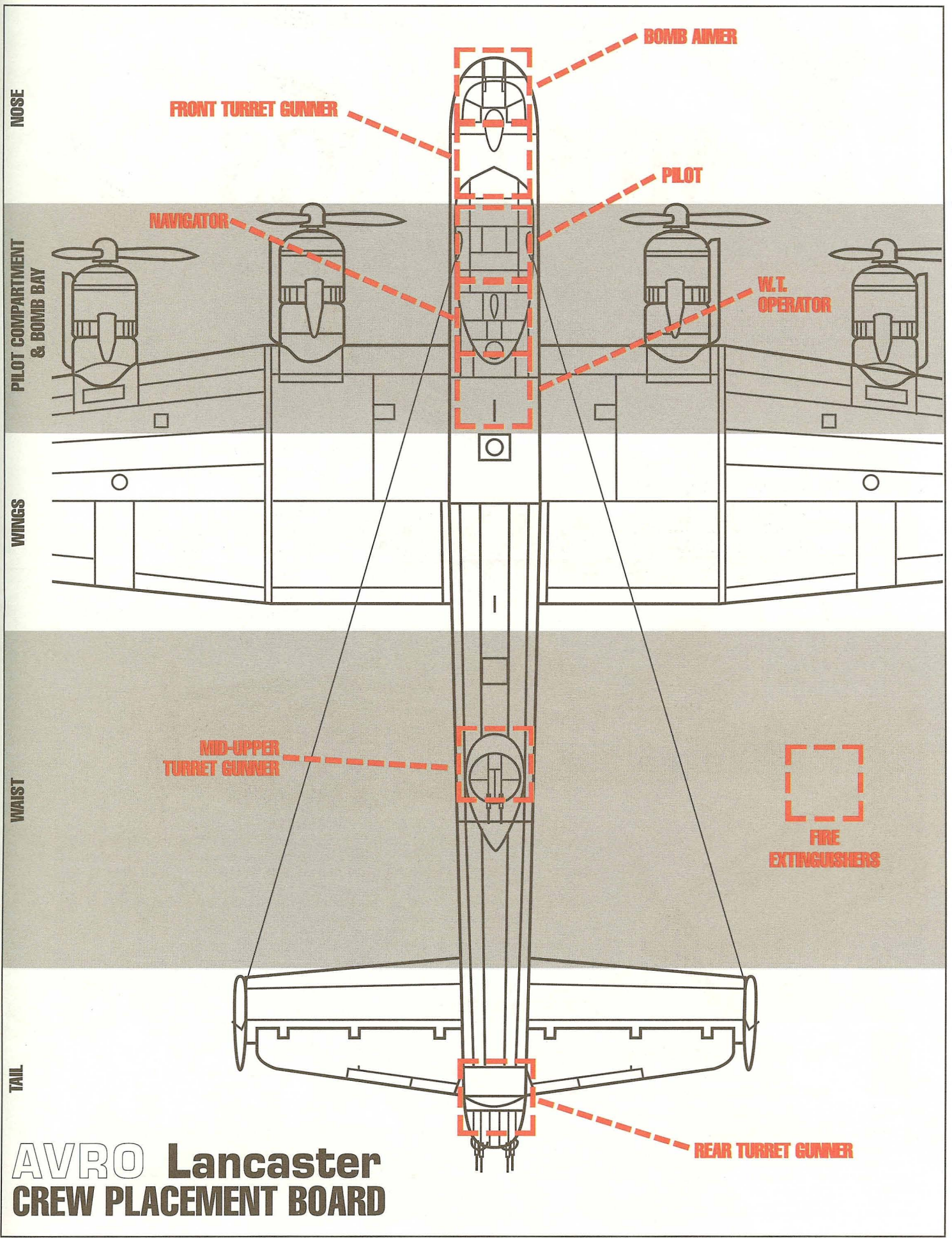
ROLL	AREA HIT	EFFECT
2	Bomb Bay	Roll 2D on Table P-3.
3	Oxygen Supply Hit	Roll 1D: 1-5 = 1 oxygen supply hit; 6 = Fire and waist oxygen out. See B-17 rules section Oxygen Out. Roll to extinguish fire on Table BI-3.
4	Tail Gun's Ammo Boxes	Roll 1D: 1-3 = Port Ammo Box hit; 4-6 = Starboard Ammo Box hit. If Ammo Box takes 2 hits it is damaged and can no longer supply ammo to the Tail Guns. If only one Ammo Box is damaged, the Tail Guns will lose their +1 modifier on Table M-2 after four more firings. If both Ammo Boxes are damaged, Tail Guns run out of ammo after four more firings, and may not be used thereafter. SEE NOTE.
5 - 7	Superficial Damage	No effect.
8	Mid-upper Turret	Roll 1D: 1, 2 = Guns inoperable; 3-5 = Gunner rolls for wound on Table BI-4; 6 = Guns inoperable and Gunner rolls for wound.
9	Superficial Damage	No effect.
10	Tail Gun's Ammo Tracks	Roll 1D: 1-4 = No effect; 5 = Port Ammo Track damaged; 6 = Starboard Ammo Track damaged. If one Track is damaged, Tail Guns will lose their +1 modifier on Table M-2 after two more firings. If both Ammo Tracks are damaged, Tail Guns run out of ammo after two more firings, and may not be used thereafter. SEE NOTE.
11, 12	Same as B-17	See B-17 Table P-5

NOTE: The die roll results of 4 and 10 can cause a variety of results which may see your Tail Guns lose their +1 modifier one turn and lose all ammo the next. You should keep careful records and use some common sense so that there is no confusion as to the Tail Guns' status. Naturally, the more serious result will always take precedence. Damaged Ammo Boxes and Ammo Tracks may not be repaired during the mission.

P-6 [L] TAIL SECTION

Roll 2D per shell hit.

ROLL	AREA HIT	EFFECT
2	Same as B-17	See B-17 Table P-6
3	Tail wheel or Auto-Pilot Mechanism	Roll 1D: 1-3 = Tailwheel damaged, landing roll on Table G-9 -1; 4-6 = Autopilot mechanism inoperable; no effect on Bomb Run, but landing rolls on Tables G-9 or G-10 are -1 due to Pilot fatigue.
4 - 6	Same as B-17	See B-17 Table P-6.
7	Rudder	Roll 1d: 1-3 = Port rudder hit; 4-6 = Starboard rudder hit. With 2 hits, a rudder is inoperable. If both rudders inoperable, landing roll on Tables G-9 or G-10 is -1.
8	Superficial Damage	No effect.
9, 10	Tailplane	Roll 1D: 1 = Port rudder controls; 2 = Starboard rudder controls; 3-6 = same effect as for these die rolls in B-17.
11, 12	Same as B-17	See B-17 Table P-6.



AVRO Lancaster
CREW PLACEMENT BOARD

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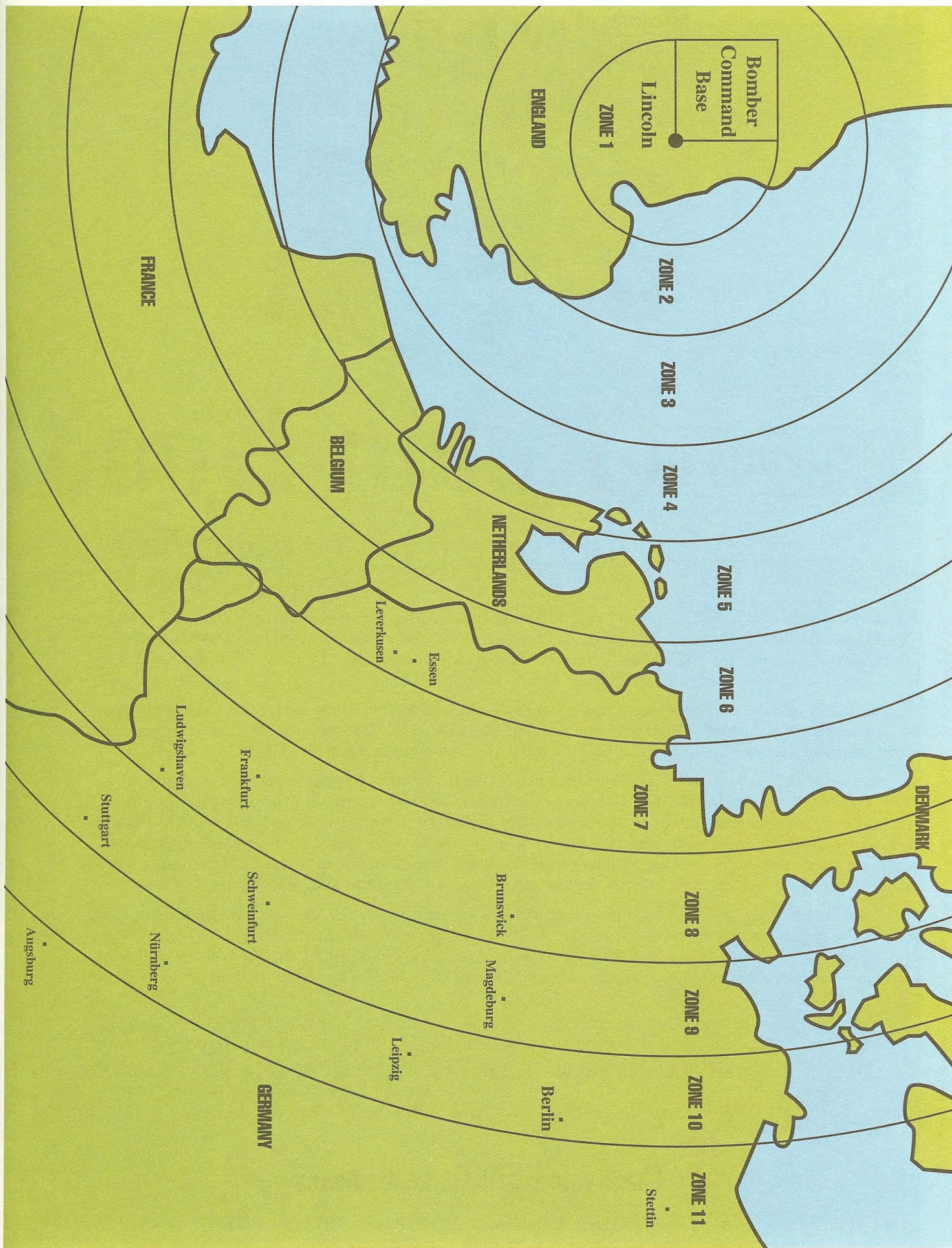
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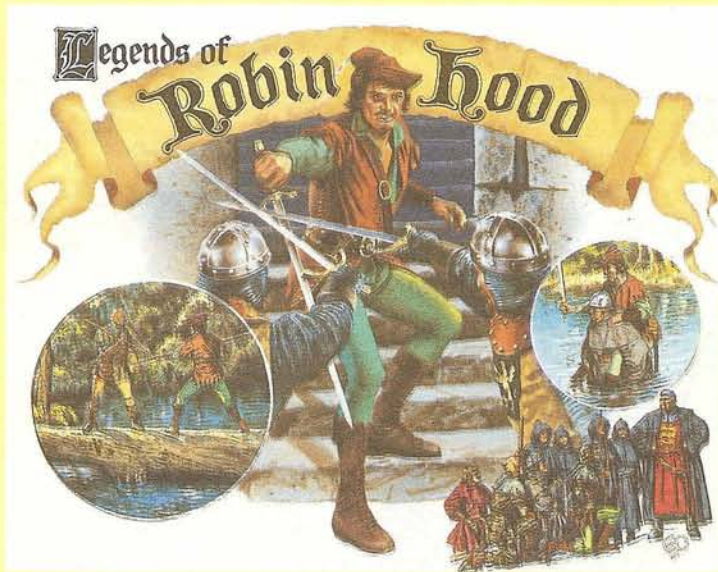
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Legends of Robin Hood

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What red-blooded lad hasn't imagined himself fighting at the side of Robin Hood against the evil Prince John and the Sheriff of Nottingham? Cops and robbers, cowboys and Indians, Robin Hood and his Merry Men are all part of a young man's rite of passage from childhood flights of fancy. Long the stuff of screen legend, Robin Hood now lives again in a game format for the entire family.

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So come with us back to the greenwood in twelfth century England as our heroes Robin, Little John, Friar Tuck, Will Scarlet and Allan A Dale scour the countryside with quarter staff and long bow to rob the rich and save the poor from the oppressions of nobles and clergy. Each player assumes the role of an outlaw clad in Lincoln green and tries to outdo his fellows in amassing the most gold by winning archery contests, recruiting stout yeomen, or robbing wealthy travellers. Using a combination of outstanding graphics on board, cards, and stand-up pieces, the game is a delight to behold and a challenge to play at any level.

Play is extremely simple as each player maneuvers his band across the map using playing cards which both dictate the action and define the sequence of play with little or no reference to the rules. Yet, strategy is important. One can opt to stick to the relative safety of the woods and dine on the King's deer or don a disguise to sneak into Nottingham Castle to cudgel the Sheriff himself. For two to five players, ages 10 and up.

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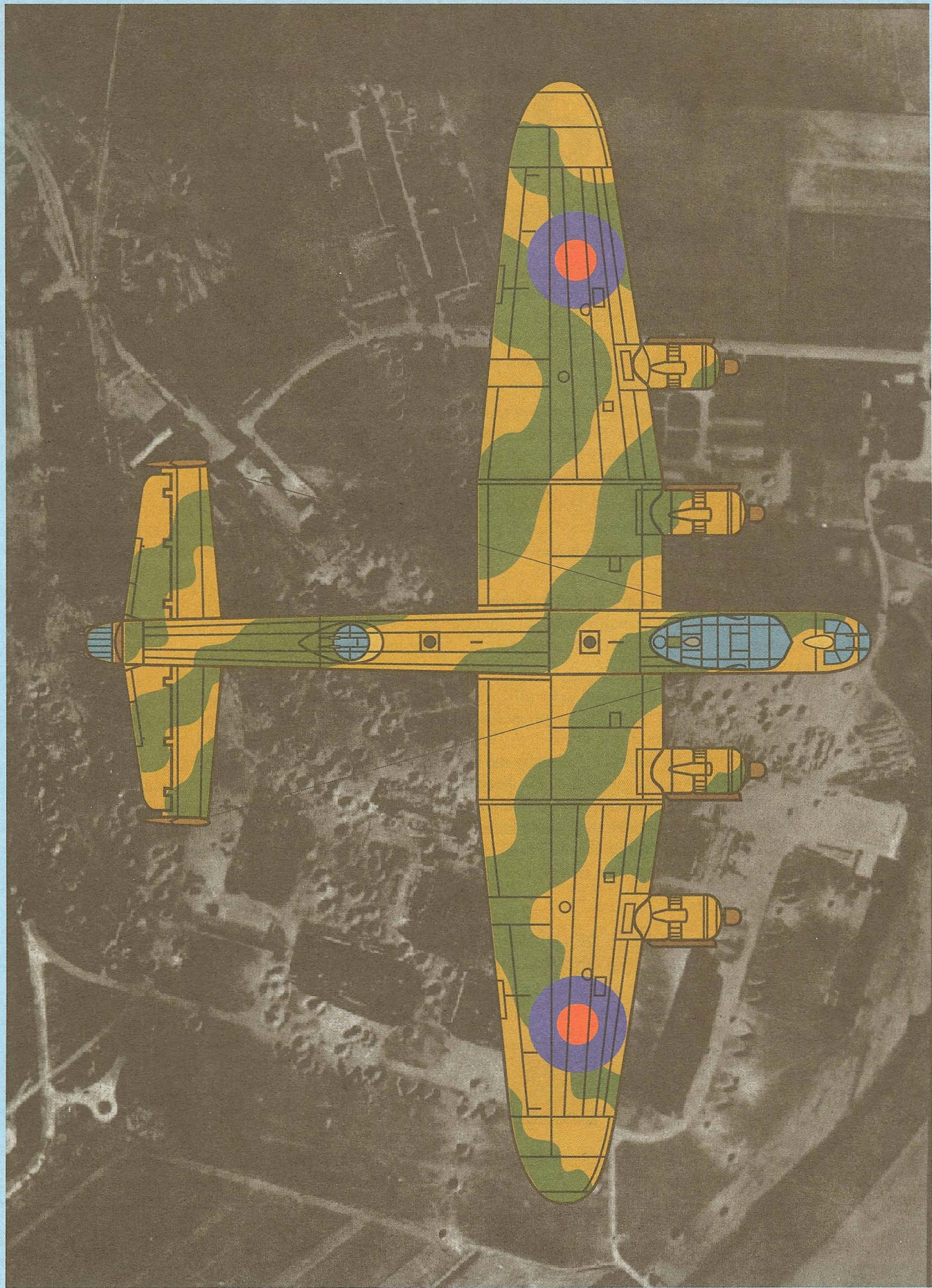
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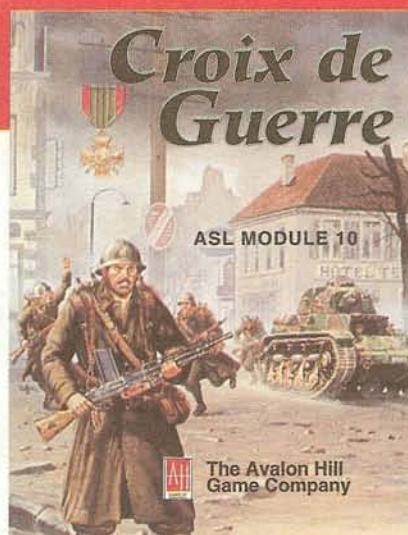


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The French and ASL!

Croix de Guerre

ASL
MODULE 10



French Extension to the Advanced Squad Leader Game System

May 13th, 1940...In the chill of the Arctic spring, a French Foreign Legion battalion prepares a hasty assault on a supply depot north of Narvik. Currently in German hands, the depot holds small arms desperately needed by the Norwegians fighting in the mountains. In the face of Wehrmacht machine guns, audacity—and two Hotchkiss tanks—will be key to the legionnaires' success.

May 18th, 1940...The French 9th Army is disintegrating rapidly. Its headquarters, just setting up in the village of Le Catelet, is not sure how far the enemy has advanced. Suddenly the alarm is raised—Germans approaching from the north! Armored cars quickly take up positions to fight a holding action, while the small HQ staff and local garrison hurriedly make what defensive preparations they can. Their day promises to be desperate.

June 20th, 1941...Elements of the Free French Division must take the rugged, boulder-strewn stronghold of Hill 740, the last Vichy position covering the road to Damascus. Tanks, guns and men stand ready amidst the wadis and broken ground, but no one is enthusiastic about having to fight his erstwhile brothers-in-arms. Regardless of which side prevails, it is bound to be another sad day for France.

November 8th, 1942...The Americans have landed in Morocco, but in their ranks confusion reigns. Some mistakenly advance in the wrong direction, and in a small village find themselves subjected to a steadily escalating attack made by Vichy infantry with tank and artillery support. The green GIs know they're in the "big leagues" now—and, whether they like it or not, it's time to play ball.

Here, at last, is the long-awaited French addition to the ASL system. *CROIX DE GUERRE* offers greatly expanded coverage of the French, in terms of both counter types and historical research. Containing not only the entire ASL order of battle (all personnel, weapon and vehicle counters) for the French in 1939-40, but also that of the subsequent Vichy regime's overseas colonies, plus many extra counters for equipment used by the Free French but never included in *YANKS* or *WEST OF ALAMEIN*. Enclosed as well are two new mapboards (#s 40 and 41), one new sheet of building, stream and open-ground overlays, eight revised rulebook pages for Chapters A, B and F, eight new scenarios, and the usual detailed Chapter H historical and Design-Your-Own information (including many facts never before published in the English language). Last but not least you'll find the Chapter N divider, which contains both an updated Sequence of Play (incorporating Chapters E, F, G and O) and a standardized "check list" of pre-game functions for printed and DYO scenarios.



THE GAME OF WWII TACTICAL COMBAT

CROIX DE GUERRE (#8234) is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS and WEST OF ALAMEIN is required.

CONTENTS:

- 2 8" x 22" mounted Mapboards
- 350 1/2" Counters laminated on both sides
- 288 5/8" Counters laminated on both sides
- 8 ASL Scenarios
- 8 Revised rulebook pages
- 1 Chapter N Divider
- 1 Sheet of terrain overlays

TIME SCALE: Two minutes per Game Turn

MAP SCALE: 40 meters per hex

PLAYERS: Two (also suitable for solitaire and team play)

UNIT SCALE: Five to ten men with individual leaders, guns and vehicles

PLAYING TIME: Variable based on scenario played; four-hour average



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“ONCE MORE UNTO THE BREACH”

An Overview of the New *D-DAY*

By Richard Lanson Miller

Something a bit different for The GENERAL. For those of you who have yet to play (or see) any of the new American History Series games, what follows is a detailed description of the all-new D-DAY game. In addition to a description of the components and their functions, Mr. Miller has also provided a precis of the rules to the game. If you're wondering whether your nine-year-old (or stubbornly resistant non-gamer buddies) can be persuaded to give wargaming a try, this might be just the information you need.

INTRODUCTION

D-DAY '91 is Avalon Hill's updated rendition of the opening of the Second Front in Europe as part of its American History series of wargames. Like all of the titles in this series, the major appeal of *D-DAY '91* lies in its simplicity. Newcomers to the hobby will enjoy its colorful mapboard, low number of playing pieces, and easily learned rules. A “1943” scenario explores the chances of an early Allied invasion, and the Optional Rules offer additional scope and detail. Experienced wargamers should see this game as a splendid opportunity to introduce the uninitiated to the ranks. It is a great way to make new friends, and hopefully, new opponents.

THE MAPBOARD

The most useful game information is woven into a visually aesthetic rendition of the European continent. The countries of Belgium, Czechoslovakia, England, France, Germany, and the Netherlands are all depicted on a surface that is sure to fit on the smallest kitchen table, taking up just 308 square inches of space (14" x 22"). Mapboard charts include the Terrain Chart, the Time Record Track, Available Moves Track, and the holding boxes for the Allied and German armies. The large hex size makes dealing with unit counters a pleasure.

THE COUNTERS

The playing pieces are colorfully designed to complement the playing surface. One counter sheet provides all the units needed to play the game. There are three sizes of counters: Half-inch diameter round, five-eighth inch square, and half-inch square. The round counters represent the SHAEF and army group headquarters. The five-eighth inch counters portray army headquarters and various information counters. The half inch counters show corps and divisional units. Most counters are printed on both sides, for step-reduction or other information.

THE RULES SHEET

A two-sided rules sheet explains how to use the map, playing pieces, ten-sided dice, and the Order of Appearance cards. The basics of the

game are covered in the general game rules, movement rules, and combat rules.

A complete game lasts 12 turns. The Allied player always moves first in each turn and the German player moves second. Each turn, the Allied player follows a Basic Sequence of Play. When the Allied player completes this sequence, the German player follows the same sequence (except for port transfers and invasions).

1. **New Moves Step:**
Record new Moves.
2. **Reinforcement Step:**
Place any reinforcements.
3. **Port Transfer Step:**
The Allied player moves any unit from any Allied controlled port city to another.
4. **Invasion Step:**
The Allied player performs all invasions.
5. **Movement Step:**
Perform all normal movements.
6. **Combat Step:**
Resolve all Combats.
7. **Supply Step:**
Check for unsupplied units.

The Terrain Chart lists the entry cost and Combat Modifiers for ten different types of terrain. Hex types include city, clear, coastal, forest, fortified, fortified city, marsh, mountain, river hexsides, and sea hexes.

Zones Of Control are hexes into which a unit's combat power can be exerted. Headquarters units have no zone of control. Air units have a zone of control only into the hex being attacked. Corps and divisional ground units have zones of control over all adjacent land hexes.

There are limits to the number of units that can occupy a hex. Two or more units of the same side may end a movement or combat step in the same hex only if one of them is an army headquarters unit. Each army headquarters unit has a holding box where lower echelon units are placed.

A unit must be in supply to move. Unsupplied units may not move and have no zones of control, but may defend normally. A unit may spend its printed movement factors when moving to attack. A unit that does not attack or enter an enemy zone of control may expend twice its printed movement factors.

Supplies are required for units to move and fight. This is reflected in controlling the number of “Moves” available to all of the units for each side. The number of Moves is determined by scenario. They are allocated each turn and recorded on the Available Moves Track. One Move is expended to allow one unit to use its full allowable movement factor for ground or air

movement. An army headquarters unit counts as one unit, regardless of how many lower echelon units are in its holding box. Careful use of army headquarters can make the most efficient use of Moves during a side's movement step.

One Move is expended for one individual unit to make a port transfer. Two Moves are expended for each individual unit for an invasion. Allied units may perform an invasion on any turn, provided they have enough Moves to do so. The Allied player may invade the North Sea, Bay of Biscay, or English Channel from any port city hex in England. Units starting at the Mediterranean Base may invade in the Mediterranean Sea. Air units may be moved to any invasion hex within five hexes of their port city hex.

The attacker adds his combat factors to a ten-sided die roll. The defender adds his combat factors and terrain modifiers to a ten-sided die roll. The attacker and defender compare die rolls. If the defender's combat number equals or exceeds the attacker's combat number, the defender wins and remains in the hex. If the attacker's combat number exceeds the defender's combat number, the attacker wins and the defenders are retreated. If the winning side's combat number exceeds the losing side by “4” to “6”, the losing side takes one step-loss. If the losing side is exceeded by “7” or more, the loser takes two step-losses. A winning attacker may occupy the defender's hex.

THE BATTLE MANUAL

This booklet contains scenario setup information, an extensive historical section on the invasion and the weapons of World War II, examples of play, hints on play, and optional rules. A short bibliography is provided and quick reference charts are printed on the back of the booklet for easy access.

Two scenarios are provided, a hypothetical 1943 invasion and the historical 1944 invasion. The scenarios list the number of Moves available to each player, which side holds the optional Initiative marker, which hexes each side controls, and the victory conditions.

The Allied player wins the 1943 scenario if he has 20 Allied ground units located east of the Rhine River and Berlin is in Allied control at game's end. The German player wins if they have avoided the Allied victory conditions and at least ten Allied corps have been eliminated. Any other result is a draw.

The Allied player wins the 1944 scenario if there are at least 20 Allied ground units east of the Rhine River, and Essen, Hamburg, and Munich are Allied-controlled at game's end. The German player wins if he has avoided the

D-DAY



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GERMAN ARMIES

2nd Pz Div	1st Pz Div	11th Pz Div
2nd Pz Div	1st Pz Div	11th Pz Div
116th Inf	81st Inf	66th Inf
116th Inf	81st Inf	66th Inf
66th Inf	67th Inf	
66th Inf	67th Inf	

Detailed description of the German Armies inset: This inset shows a grid of German army units. Each unit is represented by a square icon with a number and a symbol. The units are:

- 2nd Pz Div: 3-2 (top left)
- 116th Inf: 5-3 (top right)
- 81st Inf: 2-2 (middle right)
- 66th Inf: 1-2 (bottom left)
- 67th Inf: 1-2 (bottom right)

Allied victory conditions, and at least five Allied corps have been eliminated. Any other result is a draw.

An Optional Sequence Of Play adds three new steps, the Weather Step, the Replacement Step, and the Reaction Step:

1. **New Moves Step:**
Record new Moves.
2. **Weather Step:**
The Allied player rolls a die to determine weather.
3. **Reinforcement Step:**
Place any reinforcements.
4. **Replacement Step:**
Use Moves as replacements.
5. **Port Transfer Step:**
The Allied player moves any unit from any Allied-controlled port city to another.
6. **Invasion Step:**
The Allied player performs all invasions.
7. **Movement Step:**
Perform all normal movements.
8. **Reaction Step:**
Perform Air Reactions.
9. **Combat Step:**
Resolve any Carpet Bombings, then all combats.
10. **Supply Step:**
Check for unsupplied units.

There are eight Optional Rules that may be used singly or in any combination:

#10 Tempting Fate: The Initiative Marker Rule lets the player holding the Initiative marker re-roll the dice for any one combat. Both players roll the dice again and the new rolls resolve the combat. The Initiative Marker is then passed to the other player.

The Fight On Rule allows multiple rounds of combat. If the loser of a combat does not wish to accept a combat result, the losing player may accept one step loss and continue another round of combat. Combat rounds continue until the loser of that round accepts the combat result.

#11 Additional Moves Rules: The Basic Game allocated a fixed number of Moves for each player. The Optional Rules allow each player to receive a variable number of Moves, depending on the number of supply hexes and round headquarters units each player controls. Moves may also be used to replace unit losses.

#12 Weather: There are two types of weather in *D-DAY '92*, "Good" and "Bad." "Good" weather has no negative effects, but "Bad" weather affects ground movement, carpet bombing, airborne drops, and mulberry usage. A Weather Table is consulted each turn.

#13 Air Operations: There are three types of air operations: Reacting Air Units, Carpet Bombing, and Airborne Drops. Either side may use Reacting Air Units to add to its defender's combat modifiers. The Allied player may use Carpet Bombing to negate terrain modifiers

and/or inflict step-losses. Whenever the Allied player uses Carpet Bombing, the German player receives an additional Move during the next German Movement Step. (This reflects the shift in air assets from the strategic bombing of Germany to Carpet Bombing.) The Allied player may make airborne drops. An airborne unit must be based in a city hex and may be moved up to five hexes away for the drop. Drops may not be made into a mountain hex or on "bad" weather turns.

#14 Movement Options: Allied nationality considerations affect the use of American, British, Canadian, and French corps units. Corps units may be placed in any army headquarters box, but may not exceed the number of corps of the owning nationality. Air units may only use Reaction Movement in support of their own nationality.

The Winning Attacker Pursuit rule allows players to utilize pursuit movement if the attacking ground units are mechanized. Allied Motorized and German Panzer units have their attack factors printed in white for this purpose.

The Extra Effort rule permits each unit to proceed an additional three movement factors for each Move expended. This extra movement may be used during the movement step or in pursuit movements.

#15 Supply Options: Mulberry harbor counters represent the prefabricated harbors constructed by the Allies to supply the invasion. This rule is used in conjunction with the Additional Moves rules. Each mulberry increases by one the number of Moves available to the Allies in "good" weather.

There are additional effects for unsupplied units: Units unsupplied for more than one turn will take step losses as long as they are out of supply. Units located in an unsupplied fortified city are not affected.

#16 Divisional (Garrison) Unit Options: Divisional units may be created by both sides from units not in play. This allows corps-sized units to defend isolated areas or to extend their frontage. They may be recombined.

#17 Playing Solitaire: The low complexity level of the game allows *D-DAY '91* to be easily played solitaire. Each side is alternately played to the best of one's ability.

ALLIED STRATEGY

At the start of the game, the Allied player must decide where to make the initial invasion. There are five choices: the Pas de Calais, Normandy, Brittany, the Bay of Biscay, and Southern France. The most practical choices are the Pas de Calais and Normandy. Both beaches are within range of Allied airpower, both contain ports that could be quickly captured to land reinforcements and supplies, and both contain numerous beach hexes.

Once ashore, the Allies must build up, break-out, and pursue. This can only be done by the rapid capture and control of enough Channel

ports to supply the drive to the Rhine. The Allied forces are composed mainly of mechanized ground units and are quite powerful. Mobility and airpower are the Allies' primary advantage. Mechanized units should be used to attack weak points and exploit breakthroughs to cut German units off from their supplies. Airborne units can be used to block German retreats. Optimize your Moves by using the army headquarters to hold multiple units, allowing several units to move during the Movement Step. Unit losses can be kept low by keeping a unit with a step-loss in a headquarters holding box with other full strength units that can absorb losses without eliminating the weakened units. Try to end your movement in good defensive terrain so your units are less vulnerable to enemy attacks.

GERMAN STRATEGY

The Allied buildup must be slowed down to give the German player time to concentrate his forces. This can be done by garrisoning and holding the Channel ports as long as possible. Use this time to gather scattered corps units to move quickly to the trouble spot. Spread the placement of army headquarters counters for this purpose. A suggested German Turn One defense is shown on Page 16. The Army Headquarters Holding Boxes contain the following units:

1st Infantry Army: 2nd Paratroop Corps

5th Panzer Army: 1st SS Panzerkorps

7th Infantry Army: 81st Infantry Corps

15th Infantry Army: 66th Infantry Corps

19th Infantry Army: 67th Infantry Corps

Notice that the most accessible parts of the German coastline are defended by the stronger units. The more distant parts are held by weaker forces. The Panzerkorps are positioned to act as a fire brigade to react to Allied maneuvers. They are useful for counterattacking weak units and plugging holes in the line. Stack leg units with the Panzerkorps to act as a buffer against losses. The German player must strive to preserve his units to fight a stubborn delaying action. Make full use of defensive terrain to wear out Allied units.

SUMMARY

D-DAY '91 combines the nostalgic flavor of the "classic" wargames of yesteryear with the "hi-tech" wargames of today. The tabletop map of the classics is graced with an artistic blend of functionalism and color. The mapboard is complimented by a single sheet of counters designed with the same care and attention to detail. Newcomers to the hobby can start play shortly after opening the box with the Basic Rules Sheet. The grognards among us will appreciate the Optional Rules in the Battle Manual. And like all of the games in the American History series, it is authenticated by the Smithsonian Institution. In short, there is something for everyone!



"It took 80,000 Egyptians to return me to the arena."

IDF

Israeli Defense Force



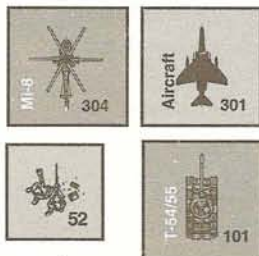
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	LOW	

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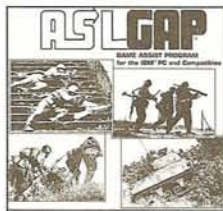
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THE BATTLE OF ARRACOURT

NEW SCENARIOS FOR PANZER LEADER

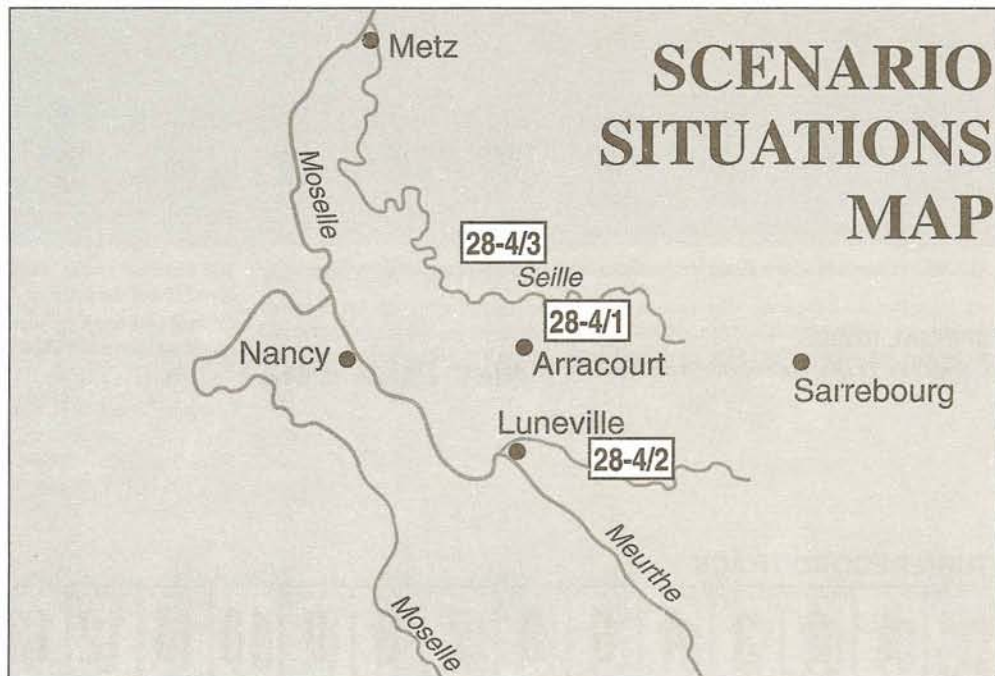
By Alan R. Arvold

The Battle of Arracourt is considered by many historians to showcase American armored operations at their best during World War Two. Yet I have wondered over the years why this action was not included as a scenario in the *PANZER LEADER* game. My research showed that the battle lasted four days, during three of which, major combat occurred. While therefore too big to be put in the group of scenarios that came in the game, I felt that the Battle of Arracourt could be presented in the three-scenario format presented in this article.

In September 1944, in the area around the city of Nancy in Northeastern France, spearheads of the U.S. 4th Armored Division under Patton's Third Army were beginning their envelopment of the German forces entrenched in that city. The northern pincer of this envelopment was CCA of the 4th Armored Division. As this force pushed deeper into the enemy rear areas, the Germans began organizing a counterattack to blunt the American drive and reinforce their own troops in Nancy. The situation was critical for the Germans, as the American offensive had torn a gap between the German 1st and 19th Armies which, if exploited by the Americans, would give them a clear path to the Rhine. The Germans assembled an armored force—designated the 5th Panzer Army—which was composed of various depleted units such as the 11th and 21st Panzer Divisions, the 13th and 15th Panzergrenadier Divisions and three freshly raised Panzer Brigades; the 111th, the 112th, and the 113th. While this force was potentially very strong (it had over 350 tanks), it was divided between two different army commands, and because of disrupted communication and transportation lines, could not be committed *en masse*.

The Americans, meanwhile, were not without problems of their own. As their forces drove deep into the German rear, the Americans were suffering increasing difficulties with ever-lengthening supply lines. In addition, they lacked the reserves necessary to exploit the breach they had made in the German lines. They had to make do with the forces available and push them on to the limits of their endurance. By 14 September, CCA, 4th Armored had captured Arracourt, and pushed on east of the town to consolidate their position; it would be five days before their trailing units would catch up with them.

On the morning of 19 September 1944, CCA 4th Armored Division was scattered about the Arracourt area in small company-sized defensive positions, awaiting the arrival of those trailing units, which were off to the west at the Moselle River, pushing back a German counter-attack which had temporarily cut off CCA from friendly lines. The German 5th Panzer Army had allotted the 111th and 113th Panzer Brigades to attack CCA that morning, but the 111th was held up and would not reach the area until late afternoon. Only the 113th would be in its attack position that morning. The stage was set for the Battle of Arracourt.

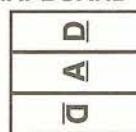


SITUATION NO. 28-4/1

**LEZEY:
THE GERMANS ATTACK**

September 19, 1944: Units of the German 113th Panzer Brigade engage scattered elements of CCA 4th Armored Division in and south of the town of Lezey as they drive on toward Arracourt only a few miles away.

MAPBOARD ORIENTATION



**AVAILABLE FORCES
ALLIED**

Group A 11 A 8 9 WVT 8 x3	14 A 10 10 WVT 9	14 H 10 9 WVT 8	Group D 1 I 1 6 T 1	14 A 10 4 WVT 12	3 A 5 3 WVT 15	0 C 0 1 TRUCK 14 x2			
Group B 1 I 1 6 T 1	2 I 2 4 M 1	14 A 10 4 WVT 12	3 A 5 3 WVT 15	0 C 0 1 TRUCK 14 x6	Group E 4 I 2 10 T 1	9 A 5 57mm 0	2 C 2 3 WVT 10	11 A 8 9 WVT 8	14 A 10 10 WVT 9
Group C 5 A 5 5 WVT 11	40 L 32 7 WVT 8	Group F 4 I 2 10 T 1	9 A 5 57mm 0	3 A 12 81mm 1	2 C 2 3 WVT 10	11 A 8 9 WVT 8	14 A 10 10 WVT 9		

GERMAN

Group A 3 I 2 8 T 1	6 I 1 6 SMC 1	3 M 12 3 1	15 M 20 2 0	13 A 12 11 PAV 10	0 C 0 1 TRUCK 12 x12
Group B 3 I 2 8 T 1	20 A 20 1 1	11 A 8 7 PAV 8	0 C 0 1 TRUCK 12 x5		

SET-UP

ALLIED: Group A sets up anywhere on the northern board D; Group B sets up anywhere on board A; Group C sets up anywhere on the southern board D. Group D enters anywhere along the west edge of the board on Turn 1; Group E enters anywhere along the west edge of the playing area on Turn 4; Group F enters anywhere along the west edge of the playing area on Turn 6.

GERMAN: Group A enters anywhere along the east edge of the playing area on Turn 1. Group B enters anywhere along the south edge of the playing area on Turn 6.

SPECIAL RULES

1. Use Pzkw V (SS) and Pzkw IV (SS) counters to fill out the Pzkw V (W) and Pzkw IV (W) units, respectively. Use lower values.
2. Use M-10 counters to fill out the M-18 units. Use M-18 values.
4. Use German Wagon and Halftack counters to fill out the German Truck units.

VICTORY CONDITIONS

The German player wins by establishing and maintaining a road from the east edge of the playing board to the west edge of the playing board. The road may be as devious and as long as the German player desires. The road must not have Allied units on or adjacent to it at end of game. The Allied player wins by preventing the German player's victory conditions.

TURN RECORD TRACK

GERMAN moves first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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SITUATION NO. 28-4/2

**OMMEREY:
DUEL OF COMMANDERS**

September 20, 1944: Units of CCA 4th Armored Division, advancing southeast toward the town of Ommerey, clash with advance elements of the German 111th Panzer Brigade, set up in the hills west of the town.

MAPBOARD ORIENTATION



**AVAILABLE FORCES
ALLIED**

11 A 8 9 WVT 8 x6	14 A 10 10 WVT 9 x3	14 H 10 9 WVT 8 x3	5 A 5 5 WVT 11 x3	40 L 32 7 WVT 8 x3	4 I 2 10 T 1 x6	9 A 5 57mm 0 x2	2 C 2 3 WVT 10 x8
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GERMAN

13 A 12 11 PAV 10 x6	11 A 8 7 PAV 8 x6	3 I 2 8 T 1 x8	6 I 1 6 SMC 1	20 A 20 1 1 x2	3 M 12 3 1	15 M 20 2 0 x2	0 C 0 1 TRUCK 12 x5
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SET-UP

GERMAN: Set up first anywhere on the playing area.
ALLIED: Enter anywhere along the northern edge of the playing area on Turn 1.

SPECIAL RULES

1. Use Pzkw IV (SS) counters to fill out the Pzkw IV (W) units. Use lower values.

VICTORY CONDITIONS

The Allied player wins by controlling the towns of St. Athan and Artain on the southern board D.
The German player wins by controlling both the town of Artain on the northern board D and the town of Artain on the southern board D.
Control of a town is determined at the end of the game. Any other result than those specified above is a draw.

TURN RECORD TRACK

ALLIES move first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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The three scenarios presented here are the main engagements that occurred at Arracourt. As one will see in all of these scenarios, there are two board "Ds" in the mapboard layouts. This requires a second PANZER LEADER game for the scenarios. A second game would also be useful should you wish to avoid using substitute counters for those scenarios which call for them to "fill out" the OBs.

NOTES:

Situation 28-4/1: On the morning of 19 September, leading elements of the 113th Panzer Brigade hit the forward outpost line of CCA 4th Armored located in and around Lezey, a town three miles northeast of Arracourt. The first assault failed; one tank company of the 37th Armored Battalion fought a running battle with the Germans as they tried to flank the outpost line to the south. One German thrust which did succeed was stopped by a tank destroyer platoon just west of Arracourt. The rest of CCA finally arrived, caught the last German attack of the day on its flank and pushed them back. By day's end, CCA had reduced the 113th to a third of its former strength.

Situation 28-4/2: On the morning of the next day, CCA started to move northeast in order to bypass the German panzers and continue their own advance. Meanwhile, a German tank probe consisting of eight Panthers approached Arracourt from the southeast. It ran into the U.S. 191st Artillery Battalion which, with the help of

a few friendly tanks obliterated the Panthers. But the enemy armor presence forced the recall of the rest of CCA to return and secure once again the area where they had fought just the day before. The Germans used this time to bring up the 111th Panzer Brigade to defend the area west of Ommerey, and when the Americans attacked towards Ommerey, another fierce tank battle broke out. In this battle, the commanders of both forces fought in the front lines in their tanks rather than commanding their units from behind their own lines. As dusk fell the Americans, fearing a counterattack, made a sweep through the town of Moncourt, clearing it and destroying a German infantry battalion in the process. The Americans then pulled back for the night.

Situation 28-4/3: On the morning of the 21st the Americans again swept through the battlefield of the two previous days, but this time found nothing. The Germans had pulled back further east to regroup for an attack on the 22nd, which attack was delayed until about noon of that day. The attackers were a battlegroup consisting of the remnants of the 111th and 113th Panzer Brigades. Once again, they attempted to flank the forward elements of CCA, this time going around the Americans to the north. Although they destroyed the light tank units that were screening the northern approaches, they were held up at the town of Juvelize by a tank destroyer platoon. Meanwhile the rest of CCA assembled and counterattacked from the south,

aided by fighter bombers. The Germans were pushed all the way back to their starting positions by nightfall.

AFTERMATH:

During the night of the 22nd, the Americans reinforced their positions east of Arracourt and for the first time in days had a solid line of defense. For the next week there were more German counterattacks in the area around Arracourt, but these were by other depleted units of the 5th Panzer Army and none succeeded. In early October, CCA was withdrawn for a well-deserved rest and refit period before its next campaign. During this same period, the German 5th Panzer Army was also withdrawn to prepare for the upcoming Ardennes Offensive. By the end of September, the Germans sealed the gap created in their lines by CCA. While it is generally believed that Germans arms succeeded in stopping CCA, it was in fact a lack of fuel that kept the Americans from exploiting the gap.

PANZER LEADER has been a popular game since its introduction back in 1974. It continues to offer the wargamer a highly playable tactical simulation of armored warfare on the Western Front without the high complexity of ADVANCED SQUAD LEADER. It is my hope that these three new scenarios will add to the continuing enjoyment of this game.



SITUATION NO. 28-4/3

JUVELIZE: THE FINALE

September 22, 1944: A large battlegroup consisting of remnants of the 111th and 113th Panzer Brigades attacks the northernmost elements of CCA 4th Armored Division, in a last-ditch effort to stop the American advance into the gap in the German lines.

MAPBOARD ORIENTATION



NORTH



AVAILABLE FORCES

ALLIED

11 A 8 9 8 x6	14 A 10 10 9 x3	5 A 5 5 11 x3	14 H 10 9 8 x2	14 A 10 4 12 x2	40 (H) 32 7 8 x3
3 A 5 3 15 x2	4 I 2 10 ARM 1 x9	9 A 5 2 0 x3	3 M 12 3 1 x13	2 CH 2 3 10 x13	1 FB x10

P-47

GERMAN

13 A 12 11 10 x5	11 A 8 7 8 x6	3 I 2 8 1 x12	6 I 1 6 1 x12	3 M 12 3 1 x2	15 M 20 2 0 x2	20 (H) 28 2 0 x2
4 H 10 1 0 x2	6 H 12 1 0 x1	14 H 10 6 8 x12	20 A 20 1 0 x1	60 (H) 36 2 0 x1	0 C 0 1 TRUCK 12 x12	

SET-UP

- ALLIED: Set up first anywhere on board A and northern board D.
- GERMAN: Set up second anywhere on board C and southern board D.

SPECIAL RULES

1. Use Pzkw IV (SS) counters to fill out the Pzkw IV (W) units. Use lower values.
2. Use halftrack and wagon counters to fill out the German Truck units.
3. Use M-10 counters to fill out the M-18 units. Use M-18 values.
4. A maximum of three Fighter-Bomber units may be on the playing area in any one turn.

VICTORY CONDITIONS

Each player receives one point for each enemy unit destroyed. In addition, the German player receives two points for each of his units which exits the west edge of the playing area by the end of the game. The player with the highest point total at the end of the game is the winner.

TURN RECORD TRACK

GERMAN moves first	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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What is a classic?

classic (*klas'ik*) *adj.* **1.** Serving as a model of excellence: outstanding. **2.** Of lasting historical or artistic significance or worth. **3.** As in *Guadalcanal*, *Midway*, *Flat Top*, *Pacific War*, *Carrier* and *Tokyo Express*, classic games from Avalon Hill and Victory Games.

These all new editions of MIDWAY and GUADALCANAL are part of The American History Series of battle games published in cooperation with The Smithsonian Institution, Washington, DC. Appropriate for beginners, both games also include extensive rules and historical supplements for aficionados.

MIDWAY and GUADALCANAL are designed for 2 players with multi-player optional rules.
Playing Time: 30 minutes to 4 hours, depending upon scenario selected. **Time Scale:** One turn = 4 hours.
Searchboard Scale: 70 miles per hex. **Unit Scale:** Individual major ships, squadrons of aircraft and smaller ships.



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Operation Watchtower

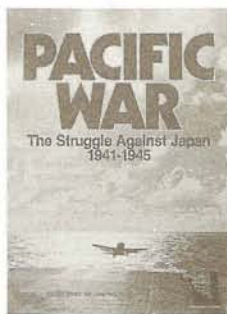
August 7, 1942. Exploiting the victory at Midway, the US Navy launches "Operation Watchtower" and soon

secures an airstrip on Guadalcanal. Thus begins one of the most protracted and bitter struggles in history.

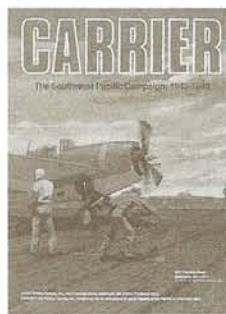
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ASPECTS OF CULTURE

Advanced Scoring in *ADVANCED CIVILIZATION*

by Bruce Harper

Probably the most universally accepted and praised feature of *ADVANCED CIVILIZATION* are the new rules relating to victory determination. In *CIVILIZATION*, the player whose nation first reached the end of the Archaeological Succession Track (A.S.T.) won. This simplistic approach made it very difficult to catch the leader, and caused the other players to lose interest in the game once it became clear who was going to win. Often the only hope for the rest of the players was to take advantage of the rule that a nation with no cities at all went *backwards* on the A.S.T., which meant that near the end of the game the leader had to face a barrage of attacks, betrayals and calamity effects from everyone else (at least here in Vancouver—I suspect in more civilized places the leader would just be allowed to win). Something was wrong.

NEW VICTORY CONDITIONS

In *ADVANCED CIVILIZATION*, this problem was (partially) solved by the following rule:

35.1 The winner is determined by adding the value of the following:

- A. Civilization cards (the total face value).
- B. Commodity cards (the total value of sets plus the face value of individual cards).
- C. Treasury (the number of tokens in Treasury).
- D. A.S.T. position (100 points for each space).
- E. Cities (50 points for each city on the board).

35.2 The player with the highest point value is the winner. This will not necessarily be the player with the most valuable civilization cards or the player who is furthest along the A.S.T., although both are an important source of points. If two or more players have the same number of points, the game is a tie.

This rule forced players to pay attention not only to A.S.T. position (which was still worth 100 points per space), but also their civilization card total and on-board position. In most games I have played using the new rules, it has been unclear who would win until the very last turn.

The new rules also provide that the game may end at a predetermined time (34.1B), which avoids playing until one player reaches the end of the A.S.T. (which usually takes about ten to twelve hours). When time is up, the winner is determined using rule 35.

THE PROBLEM

The new rules, while a great improvement over the old, still fail to solve one problem—the last turn of the game is often played quite differently from the previous ten or fifteen turns. Players with backward civilizations lose hope

and attack the leader(s). The leaders try to conserve their cities and take fewer risks while trading. In short, the game loses the continuity which is one of its great attractions. During the development of *ADVANCED CIVILIZATION*, the only solution proposed was to have the time limit for games set at a time unknown by the players themselves. This actually might work, since the players wouldn't know which turn was the last, but it might also cause them to treat several turns as the last one, leading to more chaos. It might also mean players would be an hour late returning to their family obligations (or, worse still, an hour *early*). Something better was needed.

THE SOLUTION

The solution herein proposed developed out of the scoring system used at the *ADVANCED CIVILIZATION* event at the first *AvalonCon*. Simply put, once the victory determination process is completed, a calculation is made to determine each player's percentage of the total number of victory points in the game. This reveals how well each player did compared to the others.

A sample game using the system described here generated the results depicted in the accompanying Tables. Table I shows the points accumulated by each player at the end of the game, based on the relevant factors, as shown. The total victory points thus arrived at were calculated as a percentage, and credited to each player.

The final step in this system is to compare the actual result of each culture to its expected result. For a seven-player game, the expected result is 14.29% ($14.29 \times 7 = 100$). This calculation is made by dividing the actual result by the expected result. It comes out as shown in Table III (with a culture which achieved its expected result exactly having a final result of 1.0).

This last step is necessary only to allow a comparison between games involving different numbers of players. If every game we wished to compare had seven players, the raw percentages could be used. In either case, the calculation of the percentage share of the total number of victory points gives a much truer picture of who did well and who did badly in the game. We can see that Iberia, Crete and Africa all did about as well as they could expect, while the winners got their extra share at the expense of Assyria and (especially) Babylon.

The expected result for an eight player game is 12.5%; for a seven player game 14.29%; for a six player game 16.67%; for a five player game 20%; and for a four player game 25%.

Incidentally, when using this scoring system it is important to count 100 points for each space on the A.S.T., rather than use the relative values of the A.S.T. positions (which would give Thrace, Iberia and Africa 300 points, Egypt and Crete 200 points and Assyria and Babylon none).

A sample game using this system generated the following results:

Table I

	Thrace	Egypt	Iberia	Crete	Africa	Assyria	Babylon
Civ. Cards	1,080	1,160	915	895	800	835	370
Trade Cards	33	4	0	13	0	0	15
Treasury	6	3	0	7	5	10	12
A.S.T.	1,200	1,100	1,200	1,100	1,200	900	900
Cities	350	400	250	300	250	350	250
Total	2,669	2,667	2,365	2,315	2,255	2,095	1,547

The total number of victory points was 15,913. The percentage for each nation was then calculated, as depicted in Table II:

Table II

	Thrace	Egypt	Iberia	Crete	Africa	Assyria	Babylon
Percentage	16.77	16.76	14.86	14.55	14.17	13.165	9.72

After calculating the percentage values achieved by each player, that result is compared to the expected result for a game with that number of players. In this example, the "expected result" is $100 \div 7 = 14.285$, rounded up to 14.29. Dividing the above Percentages by this figure yields the final Results given below:

Table III

	Thrace	Egypt	Iberia	Crete	Africa	Assyria	Babylon
Result	1.174	1.173	1.040	1.018	.992	.921	.680

TOURNAMENTS

One application of the scoring system arises in tournaments, where several games of *ADVANCED CIVILIZATION* are being played at once. This scoring system makes it possible to compare apples and oranges—that is, to compare one game where everyone behaves and trade and civilizations flourish, to another game where everyone acts like barbarians and dark ages abound. In the first type of game players may average 2,500 to 3,000 points, while in the second the winner may have only 1,500, but the scoring system will determine who does best relative to the other players in their game. As mentioned earlier, this system was used at AvalonCon and seemed to give a very fair result. It also has the virtue of giving the leaders an added incentive to improve their position in their own games, because they might be surpassed by a player down the hall.

THE GRAND PRIX

Not everyone plays in tournaments, though, and most *ADVANCED CIVILIZATION* games are played with friends. If a regular group employs the scoring system outlined above in a series of games, the problems discussed earlier largely disappear.

Let's assume that a group of players agree to play a "Grand Prix" over the winter. All that must be decided is the minimum number of games each player must play to qualify for a prize. Players can play in more than the required minimum number of games, and not every game need consist of the same number of players. At the end of the season, the players determine how well they did in relation to the expected result in each game, and take the average of these results. An average result greater than one means the player tended to do better than expected, and less than one means the opposite. The player with the highest average wins. Of course, it's also open to the players to continue the Grand Prix indefinitely.

Now, every game is interesting for every player. If a player falls behind early, he or she has an incentive to catch up, even though winning that particular game is no longer possible, so that his or her percentage in that game won't be inordinately low.

There is also no longer a pressing reason to attack the leader at the expense of your own position, because the leader's percentage of the total points in the game will also be reduced if the other players improve their own positions. In the sample game discussed earlier, everyone's percentage share would have dropped if Babylon had put up a better showing.

Even on the final turn, players may well be able to damage the leader more by improving their own position rather than attacking the leader. In addition, the leader in any particular game may well not be the player who will win the Grand Prix as a whole—so why go out of your way to attack someone who isn't really a rival?

In fact, using this system, "winning" is no longer essential—a player who steadily finished second, third or even fourth may wind up ahead of a player who finishes first one game and last the next. This may definitely influence play, as players who acquire civilization cards such as Military and Monotheism are running the risk of ruinous calamities in order to gain advantages over other players. Certain players, at least in our games, tend to do very well or very badly, while others are always somewhere in the pack.

Some players feel that Egypt and Babylon have so many advantages in *ADVANCED CIVILIZATION* that players who select them have an unfair advantage. I don't agree with this view, but the new scoring system eliminates this difficulty as well. In our Grand Prix, no player is allowed to select the same nation more than once. This forces players to adopt different strategies as they select different nations. If Egypt is indeed the best nation, at least everyone will have the same advantage. If more data were available, of course, the "expected result" for Egypt might be adjusted to reflect its advantageous geographical position, but there is no such data or hard evidence that Egypt and Babylon have any inherent advantage.

CONCLUSION

The scoring system described in this article seems to me to solve the remaining problems in determining the winner in *ADVANCED CIVILIZATION*. It has the great virtue of leaving the existing rules unchanged, although it can still affect the way players play the game. By making heroic recoveries from disaster as important as creating a golden age, it makes every turn of every game interesting and challenging, and perhaps better reflects the history of civilization, which arguably consisted of many more calamities and dark ages than periods of peace and prosperity.



ARCHITECTURE

Allows treasury
to pay half of the cost
of city construction.

5

120

SO THAT'S WHAT YOU'VE BEEN PLAYING

(Volume 28, Number 4)

Titles Listed: 140

Total Responses: 350

Rank & Title	Pub.	Rank Times		
		Last	On	Freq.
		Time	List	Ratio
1. Advanced SL	AH	1	36	9.0
2. Up Front	AH	2	23	9.0
3. D&D	TSR	—	1	4.5
4. Starfleet Battles	TFG	—	1	4.0
5. Divine Right	TSR	—	1	3.5
6. Star Wars Miniatures Battles	WEG	—	1	3.0
7. Blackbeard	AH	7	3	2.5
8. Diplomacy	AH	4	36	2.5
9. 1830	AH	—	1	2.5
10. Pelop. War	VG	12	3	2.5
11. Adv. Third Reich	AH	—	1	2.0
12. Civil War	VG	—	1	2.0
13. Russian Front	AH	—	1	2.0
14. Stonewall Jackson's Way	AH	5	2	2.0
15. Across Five Aprils	VG	—	1	1.5
16. Bulge '91	AH	15	2	1.5
17. The Russian Campaign	AH	3	9	1.5
18. Tales From The Floating Vagabond	AH	—	1	1.5
19. World in Flames	ADG	—	1	1.5
20. Freedom in the Galaxy	AH	—	1	1.0

Don't panic; the entire gaming world hasn't changed overnight. The ratings listed above are the result of several packets of ballots having been submitted by gaming clubs around the country, many of whom run very large-scale tournaments in a wide variety of titles.

Hence, the great number of votes for such boardgames as TSR's long out-of-print (though still great fun) *Divine Right*, West End's *Star Wars Miniatures Battles* rules and of course, *Dungeons and Dragons*. Avalon Hill is also represented in the RPG balloting, with the appearance of *Tales From the Floating Vagabond*, and as might be expected by polling the readership of *The GENERAL*, the majority of titles remain our own wargames.

Still, there's a very nice (though almost certainly temporary) crossover in interests reflected here; readers may be interested to know that almost half of those ballots which listed *ASL* also contained listings for *D&D*! Last issue I mentioned an apparent voting rivalry between the first and second positions, and this time around both games finished in a dead heat. I predict, however, that the moment the convention season passes, we'll see a slight drop in the frequency for *UP FRONT*, as "practice sessions" in this game drop off at various clubs, while the solid foundation of devotees enjoyed by *ASL* and *DIPLOMACY* will very likely remain.

... Continued from Page 4

To begin with, regarding the dichotomy between the *facts* of the numbers and the *feel* of the game, this is a good example of the difference between Game *Designing* and Game *Developing*. "Fixing" *B-17* to make it a more "realistic simulation" would almost certainly result in a more boring game. In most wargames, units eliminated by enemy attacks are, in fact, eliminated. The 1st Guards Armored Division in *RUSSIAN CAMPAIGN* is obliterated by a die roll of six at 3-to-1 odds, removed from the sight of men until it can be purchased as a replacement months later; at 4-to-1, such a die roll condemns it to eternity. Did that happen historically? Ever? Of course not. Certainly many units were destroyed in combat, literally wiped out, or mauled so badly that they lacked sufficient survivors to form a cadre around which they could be re-built. But in reality, units which suffer "A" or "D-Elim" results are simply rendered *hors de combat*, withdrawn from action and allowed to rest and refit before being sent back into battle (in a wargame, returning as "replacements"). Is this mechanic obvious? Certainly. Is the motive for it so? Perhaps not.

Modelling step-reduction (for example) in wargames is not necessarily complex. It can, however, be cryingly dull. Much of the fun of wargames at *B-17*'s level of complexity comes in blasting that hole in the lines between you and Moscow, London, Berlin or Singapore. So it is with the quick kill of enemy fighters and inflated level of danger to one's crew which is present in *B-17*. The 95.8% Survival rate which the 91st Bombardment Group enjoyed makes for a heartening figure, but who wants to fly 25 missions consisting of 24 where *virtually nothing happens*? There can be no drama without conflict, and *B-17* is (admittedly) a concession to dramatic license. Survivability is not really the issue in a wargame, where the player has nothing to lose but a paper crew. The issue is *entertainment*, and it is sometimes necessary to inflate the perceived sense of (actually non-existent) danger to entertain in such circumstances.

Mr. Morss writes: "I just couldn't go on, knowing that my beloved *Pine Tree State* was little more than a goner from the word go, under the original rules." I'm sure a great many aircrews in World War Two felt the same way, although they lacked the statistical knowledge that fifty years of historical analyses has provided us. Yet they went out anyway, because they had to. Why not then take *Pine Tree State* out and take your own chances with the Cold Equations? In my own quest for the home ticket, I've lost dozens of aircraft, among them *Pool Shark*, *Amazin' Grace*, *Rusty Knights*, *Mermaid*, *Darling Lily*, *Avé Maria*, *Mina Mine-Ah*, *Absent Friends*, *Treachery* and *Old Age* and even, eventually, the *Lady Sam* (all good things come to an end) before finally staggering back from my own 25th mission; a short, violent

trip to Meaulte aboard the *Gail Force*. The fun was in *not knowing* which mission might be my last, and that was only possible because each mission was so damned dangerous!

Anyone who's seen the film "Memphis Belle" has watched a single bomber crew on one mission experience or witness many of the most horrific things which could befall B17 aircrews in World War II air missions over Europe. Is this realistic? Of course not. Is it entertaining? See the film, and you won't have to ask.

Finally, Mr. Morss makes two statements to which I am forced to take exception, one strongly. One is his assumption of my "lamenting the existence of the number crunchers". I don't lament their existence at all. As my editorial in 28-2 should have made clear, every one of us in this hobby has the right to enjoy these games in their own way. I just don't care to judge games—or play them—by their tenets, as I believe there is more satisfaction to be gained from the imaginative experience of strategy games than from mere analysis of them.

Mr. Morss' other statement, however, is the one which prompted me to make his letter part of this editorial. Regarding mathematical exercises, Mr. Morss claims that "the beauty of *B-17*, *Queen of the Skies*" is that "it depicts an activity of war that in the last analysis was just that".

I would like to remind Mr. Morss that there are still living today several thousand veterans of that conflict who would, I suspect, disagree rather strongly with that assessment of their courage and sacrifice.

I don't for a moment believe that Mr. Morss intended any disrespect—for all I know, he may very well be a veteran himself—but his view of the air war over Europe is not unique, and is representative of an overall attitude toward all aspects of warfare which prevails in most parts of the world today; even, sadly, in the military institutions of the United States.

That attitude is that war is as quantifiable as any other industrial undertaking, and it is possible only for generations which have grown up in relative peace. It is possible only with the benefit of half-a-century and more of hindsight, of time allowing us to distance ourselves from the conflict. In picking up the pieces of shattered nations and burying the dead, we resort to numbers to help us put the experience into some comprehensible perspective. But in addition to shielding us from the personal devastation inherent in such conflicts, numbers also provide us with the dubious gift of distancing ourselves from the importance of what was done.

We who did not experience World War II are incapable of truly appreciating it—as we must be, and ironically as those who fought it would probably prefer we remain. But all too often, instead of seeing the achievement as the great endeavour it was, we find it less embarrassing to quote statistics of how many American dead fell in the liberation of France than to refer to the event as Andy Rooney did, when he called it "... the single most un-selfish thing any one nation of people ever did for another." Yet *that*

is what it was; not some accountant's balance sheet stating that the United States Government was willing to commit X ships and N troops and Y aircraft against similar equations of the opposing nations. Whatever the motives of politicians and profiteers on all sides, the *fact* was that Americans and Britons and French and Russians and Australians and dozens of other ordinary peoples went to war willingly, to refute the concept that might and ruthlessness make right.

Don't ever let anybody kid you; the Second World War was won as much by sheer tenacious national will as by any industrial superiority. We may have worn down the Luftwaffe and the Japanese Merchant Marine by sheer numbers of fighters, bombers and submarines, but human beings had to make the decisions to send ever more of their fellow men into battle to do so, and those fellow men had to be willing to go. For Americans especially, steeped in traditions of self-reliance and independence from their government (at least then), this willingness represented no blind obedience to federal edict, but a grim commitment to an unpleasant job, the sooner finished the better. The end result was the firm establishment of the United States as the single most powerful nation in history—with the responsibilities and obligations to match—and a standard of living which has allowed most of its inheritors to forget how it was earned.

World War II was about greed and hate and suffering and heroism and sacrifice and redemption, all on an unprecedented scale. We need not revere war to appreciate the moral character of those who wage it; but to fail to revere those participants, to reduce to mere figures their contribution to the quality of our own lives *today*, is to do them a grave disservice, and ourselves as well. For by doing so we run the risk of losing an important part of ourselves; our sense of obligation to our forebears, and by extension, to our posterity.

The aspects of World War II can be studied from a statistical point of view, but counting oranges or comparing them to apples gives no inkling of their color, flavour, texture or value. These factors too can be quantified, but to what purpose? To render an event into statistics makes it easier to record, and sometimes even to predict, but an appreciation of the *value* of an event must always supercede its mere quantification. A book can tell you, for instance, what a kiss is; no words or numbers can capture the experience.

Billions of words and millions of figures have been written in attempts to render the Second World War into comprehensible terms, and most—if not all—have been to no avail. Numbers and words can only count or recount the deeds of the living and the dead. It is the reality of those deeds which counts in the end.



Letters to the Editor...

Dear Mr. Hawthorne,

The message of this opening paragraph is hard to distill since I have many trivial tidbits I would like to relate to you, so I suppose I could resort to the typical "thesis format" of these Letters to the Editor and say that:

1. I have been gaming and subscribing to *The General* off-and-on since the late seventies, and this correspondence is long overdue;

2. The Avalon Hill Game Company represents to me the apogee of quality in boardgaming products; and

3. The Hill is (obviously) my favorite game company, and I would wager that the design staff are not paid a fraction of what they're worth. (A little gushing, fawning praise from one of your acolytes is therefore the least you should all damn well expect.)

My main game these days is *ASL*, though I am also active in postal play of both *TRC* and good 'ol *SL*. Concerning *ASL*, I have but recently earned promotion to the rank of Grogard 2nd class, since my FTF partner and I have finally breached our last major "basic" rules barrier, and are now gleefully chasing each other around the forests with FFE counters while mangling the OBA rules (in addition to quite a few hapless Personnel units). We are so proud.

Since I have now earned this right to be addressed by my new rank—by virtue of many smoke-filled and desperate assaults, witnessing opponents' eleventh-hour Hero Creations, and levels of study and concentration that rival preparation for GREs and doctoral dissertations—it has come to my attention that for some, being called a Grogard might be grounds for a swipe at the chops. Why? I decided to consult Shipley's etymological text *The Origins of English Words*, and Webster's *New Universal Unabridged Dictionary* deluxe second edition (the only tome we own that weighs more than the *ASL* Rulebook) for clues. I did not find the term, though I did find what seems to be a key word element: *grog*. It slowly dawned on me as I recollected my best excuse for going off to roll dice—"Well honey, at least I'm not out hanging around in bars"—that this word element could suggest certain compulsive behaviors; behaviors that are not necessarily curtailed, and might well be aggravated by play of *ASL*. My conclusions are that *grogard* means "drunken warrior," and individuals who might refer to *ASL*ers disparagingly by its use are mere prigs intimidated by a game system that is demanding but is unparalleled in quality and player satisfaction.

But before I risk the impression of snobbery myself, I am also writing to offer my support of the many new simpler and non-wargame titles being designed and developed at The Hill. A new design we are particularly taken with is *ACROSS FIVE APRILS*. The movement and combat chit draws are an ingenious and simple device for depicting randomly the command and control difficulties of this period of warfare. The game is so simple and fast-playing that we have been able to attract two friends (and one of their children) into the hobby via its play. I do have two pieces of constructive criticism: Edit the rules verbiage to a more concise format, and add a rules-case numbering system (similar to *TPS*) with index. Though the rules are short, this system is still important to speed rules referencing during the heat of play. This feature is always desirable with games of any complexity, and it seems to me to be a key "user-friendly" aspect that newer players would particularly appreciate. I would also like to extend my gratitude and compliments to Kevin Boylan, *ASA's* developer, for his time and patience in introducing me to this little gem at *AvalonCon* last summer, while he was simultaneously refereeing several tournaments. Great job, Kevin.

Finally, I am writing to extend an open invitation to any/all gamers, and particularly Grogards of the Sagebrush Steppe to come to little Lander, Wyoming (see Opponents

Wanted) for a day of fun/fear/joy/anguish (aka *ASL*), or anything else that involves a little brain power and the camaraderie of our burgeoning hobby. Or if you prefer, we have dice and will travel.

Shaun Kelley
Lander, WY



Dear Don Hawthorne:

Welcome to the *GENERAL* editorship. I read your "Philosophy" and I am quite pleased. I have been a subscriber for five or six years, but have been associated with AH games for more like 20 years, ever since my older brother got *PANZERBLITZ* when I was eight. To me no other game company can touch the consistent quality of AH games, and the *GENERAL* is the perfect companion publication with which I can enjoy these games more fully.

I thought Rex did a great job. He faithfully fought against those who would have turned the *GENERAL* into the "Grogard's-Old Classics Bi-Monthly" or the "Nothing-But-Battle-Simulation Bi-monthly." So naturally, I began to read your philosophy with a bit of concern—not unlike those who attended the first James Bond movie with Roger Moore (*Live and Let Die*, was it?). [Yep. Ed.]

I was relieved, indeed enthused, to read that your gaming interests include a wide variety of types and topics. Your aggravation with annoying elitist gamers hit the nail on the head, as if there is anything about grown men pushing cardboard pieces around maps to be "elitist" about! Sadly, such attitudes plague far too many people, and seem to me to be minor offshoots of the attitudes which have allowed people throughout history to kill other people who were different and therefore, inferior by definition. Those who close themselves off to new experiences are the worse for it.

Enough rambling! I am pleased with where you plan to take the *GENERAL*. I am all for the new "Scenario Briefing" column. How about asking Mark to talk about "With Flame and Shell" in the future? Also, I applaud your idea for a "Gone But Not Forgotten" column.

I don't mind the new spin the Contests have taken, but I think they've gone too far. I agree that it got old to have nothing but game situations, but I miss them now. Why not have a little more balance? You could alternate between the old Game Situation format and the new Something-Else format. I have acquired many of your games released in the last several years, and I would like to see contests which involve them.

I have been denied an opportunity to attend *AvalonCon* so far, but next summer looks wide open. I will have just taken the Virginia Bar Exam and will need some serious diversion! The new location sounds excellent. I would love to see a *GUNSLINGER* tournament. I know it's out of print, but it's such a quick-play game that a tournament would allow many to play in other events as well. Because of my impending Bar Exam, volunteering to run such a tournament myself is simply impossible. I'd be happy to run that *ADVANCED THIRD REICH Junior* tournament though! Actually, I think the junior tournaments are the best idea at *AvalonCon*, aside from the idea to hold the con in the first place. I applaud AH's efforts to help today's youth break their mind-destroying video-game addictions.

I do have one concern, which predates your assumption of your post. I have noticed that typos have risen noticeably since the magazine moved to its computerized format. Nearly all of these errors bear the markings of writers who have come to rely on their spell-

checker programs. That is, the typos have tended to involve absent words or "misspelled" words which are in fact real words in the wrong place. Example, "hear" instead of "here". Mistakes our trusty, yet mindless, spell-checker programs miss. I'm not trying to be a nit-picker here, but this change-for-the-worse, minor that it is, should be brought to your attention.

One last thing. I loved your article on *B-17*. I do not own the game, though I am fairly familiar with it. Your article convinced me that I *must* have it, not so much because I want to play it solitaire, but rather because you made *B-17* tournaments sound like the best thing going. I plan to buy *B-17* mainly so I can get proficient with it and then try the tournament at *AvalonCon '93*. Please don't let the powers-that-be schedule the *B-17* and *UP FRONT* tournaments in conflict. [Egad, man! Perish the thought!]

Again, I am glad to have you at the helm, Cap'n Hawthorne. Steady as she goes.

Brian Carr
Charlottesville, VA

Thanks very much indeed; I am working on those typos. Just a reminder here that, while my interests are indeed varied, my expertise and time are limited, and I again invite the submission of articles on our many non-wargames to provide a counterpoint to the historical game articles which have appeared thus far.



Dear Mr. Hawthorne,

I'd like to say thanks for your latest letter and for taking such care of my article "Eastern Skies" (Vol. 28, No. 3). I hope people will find it interesting. It's very nice of you to help us find connections to other wargamers all around the world.

I was glad to hear of the wargame conventions appearing throughout Europe; thanks for letting us know about them. As for the convention in Italy in September, I'll try to attend it, and I hope to meet you there.

Andrew Visegrady
Pecs, Hungary

Besides his variant for AIR FORCE which appeared last issue, Mr. Visegrady was kind enough to send our offices a great deal of information on the Hungarian armed forces in World War II. For reasons too involved to go into here, Mr. Visegrady's small but very dedicated group of gamers has tremendous difficulty acquiring games and game-related materials, and any support which the hobby could provide to them would, I know, be greatly appreciated.

By way of recompense, Mr. Visegrady has asked me to extend his offer of assistance in any research projects or matters of interest to other wargamers, in the hopes that the increasingly international character of our hobby can continue to flourish. Anyone interested in making contact with his group is asked to write to: Andrew Visegrady, PECS, Pápnővelde utca 45., H-7621, HUNGARY.



Dear Don,

Thank you for the beautiful job you did on "A Steppe in the Right Direction". The graphics are superb, especially the color layouts of the *RUSSIAN FRONT* maps. The issue as a whole is absolutely fantastic. Every issue keeps getting better and better! Great job, Don!

Richard L. Miller
Petersburg, VA



Dear Mr. Hawthorne:

I recently received a copy of the current *GENERAL* magazine (Vol. 28, No. 3) and saw that one of my submitted articles was in it.

I noticed a couple of errors in the scenarios: The first one was in Situation #28-3/4 in the German forces. The four SG-III counters should be SG-IIIg with the long 75mm gun, not the SG-IIIb with the short 75mm gun. I checked my master copy of the manuscript and found that I did not indicate which type of SG-III these were, so this small error is my fault. The second error was in Situation #28-3/6 in the Russian forces. The eighteen T-34c counters should be the T-34/85 type of counters. (These were the type of tanks which were historically used by the Russians in their medium tank brigades in this battle.) This was what I had in my manuscript, so I presume the change was made for play-balance. Although these errors do not change the scenarios all that much, I'm pretty sure some other military historian will notice the errors, especially in 28-3/6, and write you about my lack of historical accuracy. I am beating these guys to the punch and am sending in my retort! I wish you all well at *THE GENERAL*. I like the new format you are introducing to the magazine. Keep up the good work.

Alan R. Arvold
Des Plaines, IL



Hey Don,

My compliments on the format and graphics of 28-3 of *THE GENERAL*.

Mr. Miller's article, "A Steppe in the Right Direction", was very enjoyable. The concentration of German armor in the south is creative. I agree with Richard that the emphasis of the Axis offensive needs to be in the South.

I did notice a couple of quirks in the article that might confuse novices of *RUSSIAN FRONT*. On the Soviet set-up, the national boundary hex U1 is neither occupied nor adjacent to a Soviet unit per the set-up requirements. Also, no Axis unit is set up in hex P3. Because of the setup requirements, it is a given that the Hungarian armor must be located in hex R1 and that an Axis unit must be in hex P3 in order to cover the S1-R1-Q2-P2 border area.

The 3rd Finn Infantry unit set up in UU18 cannot reach WW19 as stated in the article. This is because that unit is actually set up out of supply! I've been socked by this myself, so I know. I recommend placing the 6th Finn Infantry in UU17 and the 7th Finn Infantry in UU15. During Movement they can reach their positions as before.

The 11th Soviet Infantry in LL6 is not allowed by the retreat rules to retreat into MM7. There is no source of supply along the LL6-MM7 axis. Retreat to coastal supply is open only if the unit is adjacent to the coastal hex.

In the Baltic Sector explanation, reserve infantry are said to move in the Exploitation Phase by combining strategic and normal ground movement to maximize movement factors. This is not allowed by the rules. Strategic movement can only be done in the Ground Movement Step, and can't be combined with off-rail movement. Looks like the 1st German Infantry would need to expend three extra movement factors to reach Dvinsk (II12). The 38 German Infantry would need to take one extra movement hit to reach KK11.

The above is all very minor. By using the optional rules such as air supply, extra movement, and strategic bombing, this opening is very formidable.

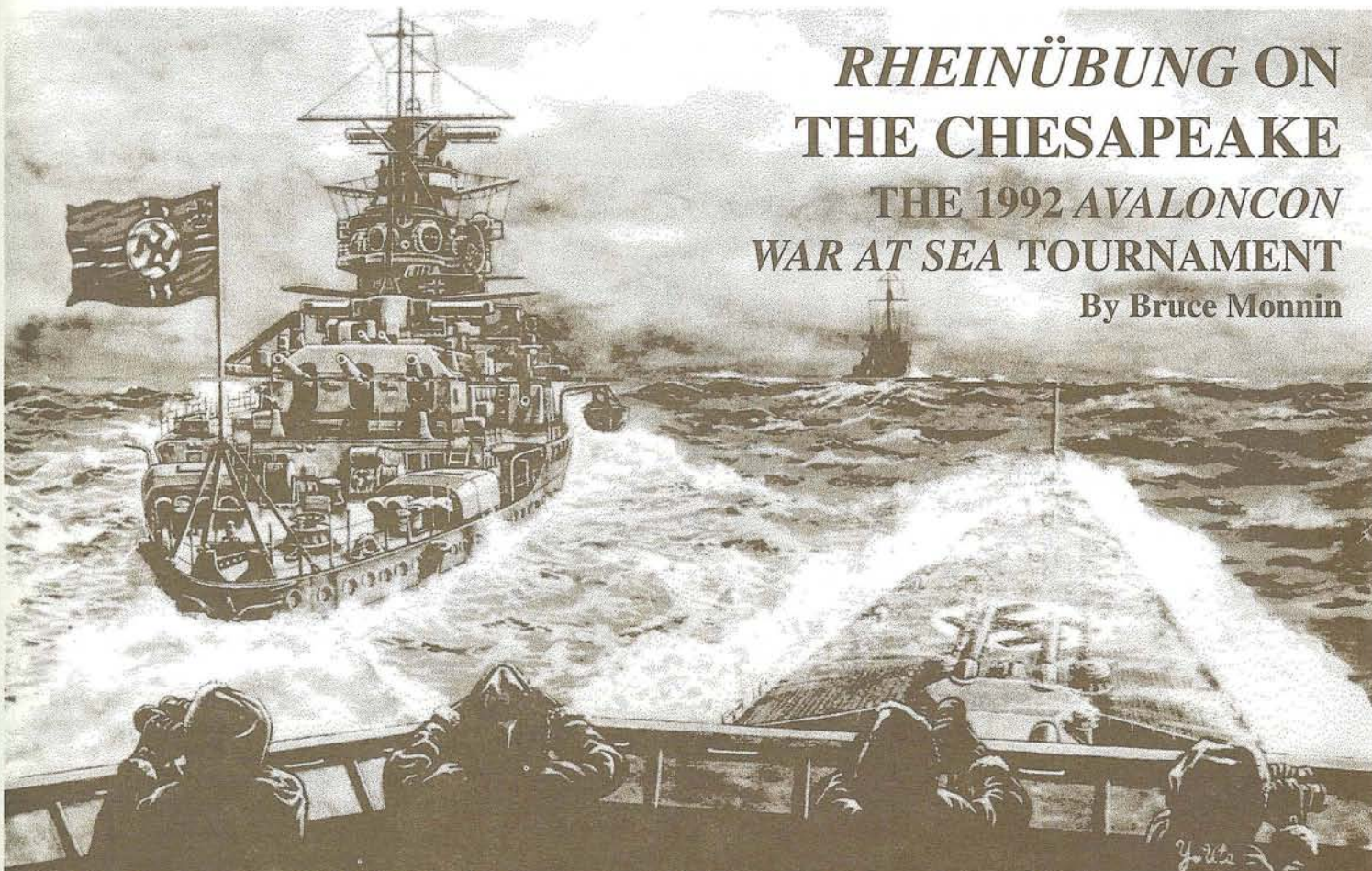
Jim Falling
Raleigh, NC

Just in case you've been missing the action at AvalonCon, Jim Falling is the two-time defending champion at—you guessed it—RUSSIAN FRONT.

RHEINÜBUNG ON THE CHESAPEAKE

THE 1992 AVALONCON WAR AT SEA TOURNAMENT

By Bruce Monnin



There have been a number of *WAR AT SEA* strategy articles in the *GENERAL* over the years. Due to the fact that every game is different after the first turn or two, these articles have concentrated on the British opening strategies and the German responses. In this article, I will describe the AvalonCon tournament format as well as the play and results of my five matches and the championship match. By reviewing these games I hope to provide useful information about how various opening strategies work and to describe what happens in the later turns of *WAS* games.

TOURNAMENT FORMAT

The tournament was set-up using a swiss format with the following point system:

Loss by 2 or more POC: 0 points

Loss by 1 POC: 2 points

Tie: 5 points

Win by 1 POC: 8 points

Win by 2 or more POC: 10 points

Each round the player with the highest point total is matched with the player with the second highest point total, third highest is paired with the fourth highest, etc. with nobody playing the same opponent twice. Thus, players play against opponents of similar ability throughout the tournament.

If both players wish to play the same side, the players offer POC (Point Of Control) handicaps to each other until a deal is struck. For instance, a player who gave a 1 POC

handicap to play the Axis side must win the game by 3 POC (2 POC win +1 POC handicap) in order to receive the maximum 10 points for the match.

In the first round game, my Allied opponent used the "Barents-on-3" strategy. This consists of concentrating all British ships in the North Atlantic, South Atlantic and the North Sea on the first two turns and then challenging the Barents Sea on turn 3. This strategy prevents German access to the South Atlantic on turn 3 when the British challenge the Barents Sea. This also allows British ships that fail their speed rolls to port in Russia. This strategy is excellent against impatient Axis players who challenge the British on one of the first two turns. The disadvantage of this strategy is that it allows the Axis to build up a 4 POC lead over the first two turns while preserving both its fleet and U-boats.

MATCH No. 1

In this game, however, the British came up to the Barents on turn 3 with a weak fleet:

(1) 4-4-7

(2) 4-5-6 (one failed its speed roll)

(4) 1-1-7

(1) 0-2-7³

(2) 0-2-7²

The full German fleet engaged the British, won the area and sank all three carriers, thus effectively crippling the British for the rest of the game. The Axis controlled the Barents,

Baltic and Mediterranean for the rest of the game while the U-boats operated with light ASW opposition.

The strategy can be more effective if the British send a much larger fleet to the Barents. I would recommend every surface ship with a speed of 6 or higher and two carriers (three are too many to risk this early in the game). Whenever the British go to the Barents, they should go in strength for a number of reasons. One reason is that some ships may fail their speed rolls and another is that the Axis land based air may disable part of the fleet. But the main reason is that the fast British ships are irreplaceable. As the fast ships are sunk, it becomes harder to challenge the Barents on future turns. If slower ships get sunk in another sea area, the faster ships can take their place on future turns, but the reverse is not true.

MATCH No. 2

In the second round match, my opponent chose the Allied side and used a version of the Mediterranean strategy. There are two general theories on how to use this strategy. My preference is to make the British fleet equal to or larger than the Italian fleet, with the *Ark Royal* included to provide the British with three extra airstrikes. With this setup, the British should control the area with average or slightly below average luck. The disadvantage is that fewer British ships are available to control the German fleet.

My opponent used the other theory of having the British fleet slightly inferior to that of the Axis, hoping to stop the Germans and attrition the Italians. Against this set-up (and sometimes against stronger British fleets) I always sail the Italians on the first turn. My theory is that if both sides have damaged ships, the British will still have to sail each turn in order to control the Mediterranean while the Italians can repair for a turn or two before again offering battle.

In this game the Italians had better than average luck, resulting in numerous British casualties and Italian control of the Mediterranean Sea while the Germans refused battle. On the second turn, the British sent reinforcements to the Mediterranean, thus slightly weakening the forces facing the Germans. Since the Italian fleet was relatively undamaged and about equal to the British, it once again sailed. The German fleet sortied into the North Sea where it had a slight advantage and two aircraft carriers to shoot at. Thanks to some embarrassingly good luck the Axis wiped out both British fleets, leading the British player to concede the game.

This game illustrates the unnerving fact that extremely bad luck can ruin the initial game plan in any WAS game, and can sometimes bring the game to an early end.

MATCH No. 3

My opponent in the third round was Mike Crowe, who had just finished winning the title in *AFRIKA KORPS*. I gave a 1-POC handicap to play the Axis, and Mike set-up using the "Barents-on-1" strategy. This is the most often used British opening that I have seen at the first two AvalonCon conventions. It consists of sending every British ship with a speed of 6 or higher (not counting carriers) and the Ark Royal to the Barents Sea, abandoning the Mediterranean and dividing the rest of the fleet among the North Atlantic, South Atlantic and the North Sea. This forces the Germans to fight on turn 1 or else lose POC and be blockaded on turn 2.

After looking over the Axis options (and not liking any of them) I finally decided to send everything the Germans had into the Barents. In doing so, I broke my Number One rule for the Axis player: NEVER USE THE U-BOATS ON THE FIRST TWO TURNS! (...or three, if you have the willpower!) It's a rule I have trouble following, but I always regret it whenever I don't. The purpose of the U-boats should be to attack convoys and/or break British control of the North Sea. Seven U-boats are very effective for these tasks, four or five may not be. In this game I was fortunate in that my subs were disabled instead of being sunk.

By sending all the German ships to the Barents I gave up the POC for the Baltic. During the early turns of the game it is more important to keep the German fleet together to decrease the damage it may receive in combat than to detach a ship to pick up the 1 POC in the Baltic.

The Germans won the Barents battle, but lost two ships. The British again sailed to the Barents

on turn 2 and were again defeated by the Germans. By now the Germans had lost four ships. The British conceded the Barents on turn 3 to repair ships and to protect the convoy in the North Atlantic while the Germans took the easy POC and repaired in Germany. The British challenged the Barents again on turn 4 and again the Germans prevailed, disabling the convoy and losing two more ships to leave the following German fleet:

- (2) 4-9-6
- (1) 2-2-5
- (1) 1-2-7
- (1) 1-2-8²

At this point, the Axis was up by 7 POC but was in great danger of losing the game due to its limited ability to challenge sea areas. The U-boats (which were at full strength due to their limited use on turns 2 through 4) were able to break British control of the North Sea on turn 5, while the British successfully delivered a convoy to Russia to reduce the Axis lead to 4 POC.

Turn 6 was the crucial turn in the game. All sea areas were accessible to the Axis due to the submarines breaking control of the North Sea on turn 5. This, and the British need to protect a convoy in the Barents Sea, spread the British fleet thin. The Axis abandoned the Baltic and sailed to the North Atlantic (with the three slower German ships making their speed rolls) where they defeated the mostly American fleet to gain the three POC for the area. The Axis then controlled the Baltic and Mediterranean seas for the last two turns to hold on for a 3-POC win.

This game was an example of what I consider to be WAS at its finest, where the first turns are indecisive and the game is decided by play during the later turns.

MATCH No. 4

My opponent in the fourth game was the eventual champion (and my AvalonCon roommate) Tom Scarborough. Tom gave me a 1-POC handicap to play the Allied side. Tom and I have played numerous WAS games by mail, so I chose to use the Barents on 1 strategy that I had successfully used against Tom in the past.

The major drawback to this strategy is that the two British 3-3-6 battlecruisers need to make a speed roll to get to the Barents, and I have never seen a game where the Axis lost when one of the battlecruisers failed its speed roll. My attempted solution was to add a 4-4-4 battleship to the British Barents force along with every surface ship with a speed of 6 or higher and the carrier *Ark Royal*. This helps secure the Barents as long as only one British ship fails its speed roll.

In this game, one of the 3-3-6 battlecruisers did fail its speed roll, but the 4-4-4 battleship was able to take its place. Unfortunately, placing the extra battleship in the Barents weakens the defense of the other sea areas. In this case, the British left the North Atlantic particularly weak. The Germans controlled the North Atlantic against two British 5-5-3 battleships without suf-

fering any losses and successfully oiled a large portion of his fleet. The oiling is a necessary gamble to effectively break the blockade set-up by the British control of the Barents and North seas. If the oiling attempt had failed for any of the German ships, they would have been bottled up in the neutral port on turn 2 with the British controlling the South Atlantic.

The British again tried to control the North Atlantic, South Atlantic, Barents and North Sea on turn 2. The Axis responded by sending the oiled German ships and the four Italian cruisers to the South Atlantic where they defeated the British to give the Axis a 6-POC lead.

The British abandoned the Barents on turn 3 in order to repair ships and seal off the South Atlantic from the Germans on turn 4. This gave the Axis an 8 POC lead and forced the British to start taking some gambles. The British spread the fleet thin and attempted to control four sea areas on each of the next two turns, hoping for some exceptionally good luck to turn the tide. Unfortunately the Axis always made the move the British most feared and went on to post an easy 10 POC victory.

The purpose of using the "Barents-on-1" strategy is to blockade the German fleet by controlling the Barents and North seas. This game shows how the first turn blockade can be circumvented if the Germans are allowed easy control of the North or South Atlantic Ocean where they can oil their ships.

MATCH No. 5

For the fifth and final game, my opponent chose the Allied side and also tried to use the "Barents-on-1 strategy". One of the British 3-3-6 battlecruisers also failed its speed roll in this game, leaving an opening for the German fleet to sail to the Barents, to control the area and to inflict heavy casualties on the British fast ships. This allowed the Axis to control the Baltic, Barents and Mediterranean seas throughout the game, leading to an easy 10 POC Axis win.

CHAMPIONSHIP MATCH

Although the Axis won the majority of the games played, such was not the case in the championship game. Tom Scarborough received a 2 POC handicap to play the Allied side. Tom's opening set-up was the following version of the Mediterranean strategy:

North Sea:

- (2) 5-5-3
- (1) 3-3-6
- (2) 1-1-7
- (1) 0-1-6²

North Atlantic Ocean:

- (2) 4-4-4
- (1) 4-4-7
- (1) 1-2-4¹

South Atlantic Ocean:

- (2) 4-4-4
- (1) 3-3-6
- (2) 1-1-7
- (1) 0-1-6²

Mediterranean Sea:

- (1) 4-4-4
- (5) 4-4-3
- (4) 1-1-7
- (1) 0-2-7³

This opening gives the British the same number of both ships and combat factors in the Mediterranean as the Italians, plus three extra airstrikes to potentially tip the balance in the favor of the British. The rest of the British fleet is divided to hurt if not stop the Germans and to discourage the Germans from contesting the North or South Atlantic from where they could oil and then reinforce the Italians in the Mediterranean on turn 2.

In the actual game, the Germans controlled the Baltic and Barents while U-boats broke the British control of the North Atlantic. In the Mediterranean, the six British airstrikes sank two Italian 4-3-5 battleships while the three Axis airstrikes disabled the carrier *Ark Royal* (it probably would have been a better idea to aim for the British battleships). The surface action resulted in the sinking of two more Italian 4-3-5 battleships as well as three British 1-1-7 cruisers (again, the Italians should have been gunning for the British battleships) before the Italians retreated.

Due to the first turn results, the British were able to control the Mediterranean, North Atlantic and the North Sea in force for the rest of the game, with only carriers needed in the South Atlantic to fight the U-boats. All the convoys sailed to England and most of the German fleet was destroyed in a turn 7 battle in the North Atlantic, leading to a final Allied victory by 7 POC.

ONE MORE OPENING SET-UP

Finally, I can't resist the temptation to mention my current favorite British opening set-up:

Mediterranean Sea:

- (1) 4-4-7
- (2) 3-3-6
- (3) 4-4-4
- (6) 1-1-7
- (1) 0-2-7³

North Sea:

- (2) 5-5-3
- (1) 4-4-3
- (1) 1-1-7
- (1) 0-1-6²

North Atlantic Ocean:

- (3) 4-4-3
- (1) 0-1-6²

South Atlantic Ocean:

- (2) 4-4-4
- (1) 4-4-3
- (1) 1-1-7
- (1) 1-2-4¹

This set-up is similar to Tom Scarborough's with a few changes. The British still have an equal number of attack factors as the Italians in the Mediterranean, but since they have two more ships they have an increased ability to control the area. Also, since the British Mediterranean fleet

consists of fast ships, they can try to run away if the battle swings in the Italians' favor.

The main goal of this set-up is to defeat the Italians and control the Mediterranean throughout the game. However, if the Italians refuse battle while the Germans fight it out with the British, the British Mediterranean fleet can return to Britain and sail to the Barents on the next turn to face a (hopefully) weakened German fleet.

CLOSING REMARKS

I wish to acknowledge those who have helped teach me how to play this game. Articles by Ray Freeman in Vol. 18, No. 4 and Robert Harmon in Vol. 22, No. 6 were of great value, but I learned the most from my opponents at previous Atlanticon, Origins and AvalonCon conventions. The best way to learn a game is to play it often against quality competition.

Each of the first two *AvalonCon* conventions provided a day full of WAS gaming and discussion of the best strategies for both sides. For someone who plays mostly by mail such as myself, these conventions are an opportunity not to be missed. As a result of all the games played, a number of rules clarifications from Avalon Hill were compiled by the tournament director, Alan Applebaum. For a copy of these, write to Bruce Monnin, 177 South Lincoln Street, Minster, OH 45865.



AREA SPECIFIC RATINGS				
WAS/VITP (GENERAL 28-4)				
WAR AT SEA				
Rank	Name	Times On List	Rating	Previous Rank
1.	T. Scarborough	—	1785AC*	—
2.	W. Letzin	—	1618ABA	—
3.	B. Monnin	—	1460ABA	—
4.	M. Crowe	—	1425AC*	—
VICTORY IN THE PACIFIC				
Rank	Name	Times On List	Rating	Previous Rank
1.	D. Targanski	—	1730CE*	—
2.	R. Freeman	—	1655AC*	—
3.	K. Kinsel	—	1650AAB	—
4.	S. Packwood	—	1620CE*	—
5.	K. Nied	—	1615BD*	—
6.	G. Petroski	—	1603DG*	—
7.	L. Ottman	—	1585ABB	—
8.	S. Resman	—	1585AAA	—
9.	J. Bjorum	—	1520AB*	—
10.	H. Howard	—	1500***	—
11.	W. Thomson	—	1500***	—
12.	D. Hopkins	—	1475BCB	—
13.	M. Ussery	—	1425AC*	—
14.	G. Hanson	—	1362DF*	—
15.	J. Sharp	—	1355CF*	—
16.	J. Henry	—	1265BD*	—
17.	J. Rochford	—	1265BD*	—

The AREA Specific listing here show results of competition in our two popular games of naval strategy. It should be interesting to compare this list with the next posting to see what effect the tourneys at *AVALONCON '93* will have on these ratings.

CONTEST #163

This issue's theme is the Western Front in World War II. But while the cover depicts the Normandy invasion, the Western Front opened not on June 6, 1944, but on... well, that's the point of this exercise.

Listed below are twelve dates, each corresponding to an important event which occurred on the Western Front during the war. To enter Contest #163, simply write a brief description of each such event in the space provided (an example can be found in the Contest Form on the insert of this issue).

Remember that, to be valid, each entry must include your rating for this issue as a whole, as well as your opinion of the three best articles, in order of your preference.

1. SEPTEMBER 4, 1939:

2. NOVEMBER 20, 1939:

3. JUNE 28, 1940:

4. MAY 27, 1941:

5. OCTOBER 31, 1941:

6. MARCH 20, 1943:

7. FEBRUARY 20-25, 1944:

8. JUNE 5, 1944:

9. JUNE 13, 1944:

10. JULY 17, 1944:

11. SEPTEMBER 12, 1944:

12. MARCH 17, 1945:

AFTER-ACTION REPORT...

The First Annual ASL Open

By Gary Fortenberry

If the comments and compliments received from 48 totally fanatic attendees are any indication, the First Annual ASL Open was a huge success. The attendance was a shadow of the expected attendance of next year, and was largely due to the lack of advertising and incorrect location information publicized.

ASLers began arriving early Thursday morning and excitement grew as each new arrival added his voice to the rising cacophony. A few escapees from the wedding party in the adjacent ballroom were very impressed with the game and even gave me their phone numbers so that we might get together to learn the game. Grognards began their favorite ASL war stories and even the new recruits had a few of their own to tell. Bill "Fish" Conner (or "GROFAZ"; he'll answer to either), arguably the greatest ASL storyteller of all time, had several gems to share. Rob Wolkey was mobbed when he arrived with the recommended scenario list. Following a quick scan, the preliminary debates over each scenario group were hotly joined. After greetings were exchanged and everyone had a chance to settle down, games were broken out and opponents squared-off and began to warm up for the "Major Offensive" kicking off at 9 AM Friday. There were still five games going when I left for home around 1 AM Friday morning.

Friday morning I received a FAX from Russ Gifford, good and bad news. On the one hand I had the current ASL A.R.E.A. ratings of all ASL specific members, but it meant Russ was not going to be here to hand-deliver the list.

By the end of play Friday there were 24 players in the running to make the final pairings. Everyone failing to make the final cut was invited to join in a "Scramble" tournament beginning Sunday morning. The scenario chosen for the Scramble tourney was DASL #9: "Preparing the Way". The top German and top Russian player would each receive cash and prizes. Mike Talbot exited 101 VPs to take top honors as the German, and top Russian Dave Roberts shut out the German while losing only 8 CVPs himself.

Saturday morning I learned I'd be playing Eric Baker and, as Eric is my favorite ASL opponent, I was looking forward to our match. (Eric is the favorite opponent of many ASLers, so there must be some merit to his "style" and unquestionable honesty; above all else one must be a man of honor. I know I personally would benefit from adopting his grace under pressure.) We decided on ASL #75: "Strangers in a Strange Land", and Eric squeaked by me in a very close match. Eric took a well-deserved breather, and then he and Mike McGrath began the process of deciding which scenario they'd play in the semi-finals.

"Fish" Conner and Ronald Berger were already faced off in their semi-final match of the '90 ASL Annual's DASL #5: "Intimate War". Ronald's Americans were not quite up to the task of digging the reigning master of the defense out of a heavily fortified building. It didn't help that "Fish" had the most tenacious defenders of the ASL game system in that fortified building.

Bill was now awaiting the outcome of the match between Eric and Mike, who finally decided on ASL P: "The Road to Wiltz". Early on Eric looked as if he had the game wrapped up, but in keeping with the tradition of tenacity which the top players so often demonstrate, Mike hung in there. This doggedness paid off for Mike, and Eric saw victory slowly slip from his grasp as Mike's hot dice pulled him from the depths of defeat to the crest of conquest. A single fire phase witnessed one of Mike's Motion Jagdpanzer firing from a Smoke hex at a moving U.S. tank destroyer and scoring an unlikely hit/kill. This was just the beginning for Eric's *Ami's* as Mike tossed his smoking dice with abandon and the game ended with Eric Stunned, Shocked, UK, Pinned, TI, Broken and Disrupted. This comeback from the grave marked Mike as the "Man of Destiny: Golden Boy"; a title which later events would confirm.

Sunday morning the game that never was at AvalonCon, which Mark Nixon labeled "The AvalonCon Dream Match", finally came to be. "Fish" was facing "The Commander" in the Finals. Mike was playing "Fish" and it was for all the marbles; it was going to happen and we were there. The choice of the scenario to be played was an "Opening Game" in its own right, and both players maneuvered masterfully. They picked ASL #46 "Birds of Prey". "Fish" took the Belgians with Mike as the Germans. Both players gave their all in a stunning display of ASL mastery. Observers were overheard whispering to each other: "Can he do that?"; "Wow! I gotta remember that one!"; "I would have never thought of that..." etc.

When the final die came to rest, Mike grasped the hand "Fish" presented in an offering of congratulation. Some swore "Fish" was heard to swear the oath: "Next Time".

I can assure you, I for one will be on hand to see if I can win it "Next Time". You are all welcome to try, "Next Time".

The Second Annual ASL Open is scheduled for January 21st through the 24th, 1994, at the Arlington Hilton in Arlington, Texas. For further information, please direct all inquiries regarding this event to: Mr. Gary Fortenberry, 232 Linda Drive, Burleson, TX 76028.

FIRST ANNUAL ASL OPEN

Win/Loss Records

Source and Scenario(s)	Axis-Allied
BEYOND VALOR	
1. Fighting Withdrawal	1-1
8. The Fugitives	2-2
PARATROOPER	
19. Backs to the Sea	2-0
YANKS	
23. Under the Noel Trees	1-2
PARTISAN!	
27. The Liberation of Tulle	1-1
WEST OF ALAMEIN	
35. Blazin' Chariots	0-1
THE LAST HURRAH	
43. Into the Fray	1-1
46. Birds of Prey	2-0
HOLLOW LEGIONS	
51. The Taking of Takrouna	0-1
53. A High Price to Pay	0-2
54. Bridge to Nowhere	1-1
CODE OF BUSHIDO	
62. Bungle in the Jungle	1-1
63. The Eastern Gate	1-1
CROIX DE GUERRE	
75. Strangers In a Strange Land	1-4
76. End of the Ninth	0-2
77. Le Herisson	3-2
78. Encounter at Cornimont	1-0
82. For Honor Alone	1-2
STREETS OF FIRE	
DASL 1 Guryev's Headquarters	0-1
DASL 3 Storming the Factory	1-1
DASL 4 First to Strike	1-0
DASL 9 Preparing the Way	3-3
HEDGEROW HELL	
DASL 15 Barkman's Corner	0-1
RED BARRICADES	
RB 3 Bread Factory #2	3-0
RB 6 Turned Away	3-1
ASL ANNUAL	
90 A20 Counterattack at Sidi Bou Zid	1-0
90 A21 Counterattack on the Vistula	1-0
90 A24 Regalbuto Ridge	1-0
90 A25 Cold Crocodiles	2-1
91 A33 Tettau's Attack	3-2
91 A37 Dreil Team	2-1
92 A39 Showdown at Tug Argan Pass	0-1
92 A44 Blocking Action at Lipki	2-3
90 DA5 Intimate War	1-0
92 DA9 Royal Marines	1-0
The GENERAL	
A The Guards Counterattack	1-0
I Buchloz Station	1-0
L Hitdorf on the Rhine	1-0
P The Road to Wiltz	1-0
G6 Rocket's Red Glare	3-4
T4 Shklov's Labors Lost	1-4
T7 Hill 253.5	1-0
T9 Niscemi-Biscari Highway	2-0
T10 Devil's Hill	1-0
HASL	
A Ghosts in the Rubble	0-2
IN CONTACT	
IC11 Monty's Mess	0-1
IC8 Celles Melee	0-3
OTHER	
Munda Mash	1-0
Total	57-53



Opponent Wanted for PBM WAT, W&P. Contact John Phillips, 2780 Creston Drive, Los Angeles, CA 90068. (213) 463-8188.

Adult gamer seeks opponents. I prefer American Civil War-era games, and especially likeFTG. Russell Rider, 1970 San Juan Road, #61, Sacramento, CA 95833. (916) 641-2682, 641-2687.

FTF opponents wanted for ASL, A3R, TPS, etc. All-historical boardgames club forming in Sacramento area. Call for info. Mark A. Ruggiero, 101 Fountain Oaks Circle, #41, Sacramento, CA 95831. (916) 422-5359.

Looking for modern gamers to play FTF. Into MBT, FLEET Series, other modern. Also looking for SPEED CIRCUIT players. Contact Scott Walschlager, 1161 Porter St., Apt. F, Vallejo, CA 94590. (707) 552-1812.

PBM opponents wanted for BB'65, BB'81, BB'91, DD, GE, PB, PL, BLITZ and AK. Marcel Carbonneau, 240 Iron Drive, #17, Vista, CA 92083. (619) 941-8510.

EIA, ACIV, ASL, FT, KM, ROR, A3R, VG Fleet Series, any multi-player strategy game. Brian Kegerreis, 1220 East Stuart, #1, Fort Collins, CO 80525. (303) 224-5210.

FTF adult WSIM, CM, 1776, CivWar, GUAD, BRIT, WAS, GL, EIS, W&P, VITP, CAND, DUNE, TP:S. Tim Hitchings, 330 Kemper Drive, Newark, DE 19702 (302) 836-3088.

ASL players sought for friendly FTF in Tampa Bay area. Willing to teach beginners. Mike Offutt, 1901 Plantation Key Circle, #303, Brandon, FL 33511. (813) 681-3760.

Wanted: Mature PBM opponent, rated or unrated. Have PBM systems for BB'91, TRC, RF, TP:S, plus new PBM PW scenarios. Dave McFarland, 2247 Quail Ridge South, Palm Beach Gardens, FL 33418. (407) 622-3035.

PBM rated games of 1776, BR and TRC. AHKS member. Contact Hank Burkhalter, P.O. Box 12074, Panama City, FL 32401. (904) 763-8744.

Join the PBM DIP hobby! *Pontivedria* lists 'zines with openings for DIP, its variants, and other games. Send SASE to: Phil Reynolds, USF #4286, 4202 Fowler Ave., Tampa, FL 33620.

Opponents wanted for FTF. Will play SJW, RW, 1776, SL, plus more; your favorites, or any multi-player games. Your place or mine. Patrick Pressler, 2912 Spruce Circle, Snellville, GA 30278. (404) 979-5997.

Recently relocated ASL fanatic looking for FTF in DeKalb area. Conscripts welcome. Any NIU ROTC students up for a challenge? Jeff Cebula, 411 Ridge Drive, DeKalb, IL 60115. (815) 748-5965.

Reactivated warhorse wants PBM BB'65, STAL, BB'91, AREA preferred but not required. If you win I'll buy lunch at Avaloncon III. Harlow Stevens, 1670 Hopi Trail, Wheeling, IL 60090.

Adult Wargamer seeks FTF opponents in the KC area for ASL, TP:S, 3R or others. Also willing to learn PBM. Contact George A. Kirkwood, 14608 West 84th Street, Lenexa, KS 66215. (913) 599-4830.

ASL Player's Association of Kansas City. ASL spoken here! Larry Maxwell, 1419E East 125th Terrace, Olathe, KS 66061. (913) 829-8718.

OPPONENTS WANTED

Wanted: FTF in Lexington area for BRIT, ROR, EIA, A3R. Willing to PBM DIP, AK. William Sariego, 701 Hickory Hill Drive, Nicholasville, KY 40356. (606) 385-1208.

Help! Opponent needed for ASL. I have: BV, PARA and YANKS. Please call and leave message if I'm not home. Ernst Bartis, 71 Longwood Drive, Portland, ME 04102. (207) 772-1462.

Players needed for TT and other strategy wargames. Players of all levels are welcome to join our bi-weekly game group. Adults 21+ please. Keith Levy, 7310 Kathydale Rd., Baltimore, MD 21207. (410) 853-2735.

Postal DIPLOMACY games for Mensans. Annual dues of \$5.00 gets you six issues of the DIPLOMAG newsletter and entry into all-Mensa games. For information contact Fred C. Davis, Jr., 3210-K Wheaton Way, Ellicott City, MD 21043.

The Southern New England ASL Players Association needs you! Veterans and novices alike welcome. We meet most Saturdays. Contact: Vic Provost, 1454 Northampton St., Holyoke, MA 01040. (413) 536-9661.

WRASSLIN' players! Has anyone rated "classic era" wrestlers? Also will consider PBM DUNE. No FTF. Bill Hecker, 144 Washington Street, Leominster, MA 01453.

New to area, experienced gamer. 17+ years experience all games from ASL to WS&IM. Fast learner. Not rated. Call now. Roy Theisen, 5432 Michael, Dearborn Heights, MI 48125. (313) 292-6358.

Experienced wargamer, new to area, seeks opponents for A3R, 1776, VIET NAM, ASL. I will learn others. Any clubs nearby? Ken Gould, 406 23rd Street, Jackson, MI 49203. (313) 788-8719.

Experienced adult player seeks PBM rated games of WAT, D-DAY, AK. Looking for timely responses. Pat McNevin, 12985 Raven Street NW, Coon Rapids, MN 55448. (612) 754-3917.

FLAK saves BB'81! For details, contact me by mail. Richard Gutenkunst, 1909 Park Avenue South, #7, Minneapolis, MN 55404.

Adult seeks mature opponents for PBM PL, PB, 3R; answer all. Rated or un-rated. Joe Mele, 1903 A St. Louis Ave., St. Louis, MO 63106. (314) 436-3361.

26 year-old novice seeks FTF CW, CIV, WS&IM, 6th Fleet, LW, HW, WAS. Will travel, will learn others, call late. Dale Colford, 21 Linlew Ave., #29, Derry, NH 03038. (603) 434-8698.

Wanted: FTF players for PB, DEV, W&P, WS&IM, SL. Experienced players preferred. Write to: Steve Kershaw, 30 East Groveland Ave., Somers Point, NJ 08244.

J.A.G. meets twice monthly (first Saturday, third Sunday). Membership includes use of hall, membership list and game library. Jersey Association of Gamers, c/o Keith MacFarland, 80 E. Prospect St., #2, Waldwick, NJ 07463. (908) 612-9411.

CM, EIA, PB, WRAS, SC, SOA. Tom Hastings, 442 W. 258th St., Bronx, NY 10471.

Any wargamers in Rochester area? Looking for FTF opponents. Large collection of Avalon Hill wargames. Tom Addison, 303 W. Squire Dr., #8, Rochester, NY 14623. 272-9962.

Need PBM SJW. Rated AK match wanted. Will PBM GE'88, DEV. Contact Willie Voll, 2810 Moreland Street, Yorktown Heights, NY 10598. (914) 245-4636.

Any gamers left in WNC? Will PBM or FTF AK, BB, MD, PL, MBT or others. Non-rated; need system. Tommy Gentry, 221 School Rd., Asheville, NC 28803. (704) 274-7806.

ASL and most AH WW2 game opponents sought in the Piedmont. Ray Woloszyn, 7162 Mantlewood Lane, Kernersville, NC 27284. (919) 996-5677.

ASL/SL opponents local to area wanted; Beginners or pros; to join loose organization of regular weekend gamers. Jeff Hunt, 1322 Apt D Audubon Boulevard, Wilmington, NC 28403. (919) 799-5870.

Have ASL, will travel. Will also play your favorite game. I'm desperate! Call me so we can roll some dice. Dale Miles, 1217 7th Ave. NW, Minot, ND 58701. (701) 852-1910.

Beginning adult gamer in the north central Ohio area and willing to take his lumps seeks FTF opponents for BB, SOA, CASS, STAL. John Simatocolas, 25 Cedargate Court, Galion, OH 44833. (419) 462-5883.

FTF opponents for 1830, STATIS-PRO BASEBALL. Experienced player. Patrick Jones, 1834 Simpson Court, Ambridge, PA 15003. (412) 266-1289.

Adult rookie gamer, Limerick, PA area, looking for opponent for GE, CW, FT, MD, EIS, AS. Willing to learn others. Mark Rogers, 273 Broad Street, #3, Spring City, PA 19455. (215) 948-0336.

Patient Opponent wanted for AVALONCON: Want to learn CIVIL WAR (VG) Wednesday. For fun and relaxation only--no blood players! (P.S.; I HATE ASL/SL!) Roger Cox, 57 Coastline Drive, Inman, SC 29349. (803) 592-1249.

Looking for adult FTF play of AK, BB'65, DD'77, STAL, TRC and most other AH games. AREA 1500 Prov. Vance Hughes, Chattanooga, TN 37421. (615) 490-0949.

Looking for gamers in Germantown-Collierville area. Prefer ASL, CIV, WS&IM. Willing to play most others and beginners always welcome! Jim Miller, 3541 Neyland Drive, Collierville, TN 38017. (901) 853-6566.

FTF opponents wanted in Knoxville and Morristown area. Rated and non-rated play for ASL system. Adults 19+ only. Tim Deane, 2110 Carolyn Drive, Jefferson City, TN 37760. 475-9286.

Seeking FTF players for DIP and CAE. Will try others. New to Salt Lake area. Paul McCarty, 42745 South 100 East, Salt Lake City, UT 84124. 268-2535.

The Washington Gamers meet twice monthly. Join and get our newsletter of articles, notices and ads. Dues are \$6.00 per year. For info, contact Wendell Albright, 4403 North 4th #2, Arlington, VA 22203. (703) 528-5123.

PBM PB, PL, AK, TRC. All letters answered. I will umpire blind games of PL, PB. Clyde Longest, 3 Jules Circle, Newport News, VA 23601. (804) 596-0121.

AREA rated nn Opps. PBM or FTF STAL, DIP, WAT, TRC. Also AVALONCON room share. Robert Ozerov, 9056 8th Avenue NW, Seattle, WA 98117. Airline employee; can travel.

Experienced gamer seeks rated or non-rated PBM FE, ASL, FTF ASL, A3R, DIP. Where are all the FE grognards hiding? Mark Herrmann, 10831 West Hampton Avenue, #4, Milwaukee, WI 53225-3850. (414) 535-0625.

The Fox Valley Gamers meet on alternate Saturdays. New members welcome! We play CIV, BRIT, KM, 3R, PAA, DIP, 1830. Contact: William Jacobsen, 1309 Liberty Court, Neenah, WI 54956. (414) 722-6187.

Two isolated ASL-ers already know each other's tricks. Seeking new opponents in Central Rockies Region. PBM an option? Have system. Shaun Kelley, 290 South 3rd Street, Lander, WY 82520. (307) 332-9127.

GAMING VIA E-MAIL

America On-Line Wargaming Club. Meets 3rd Wednesday each month in the Conference Room of the PBM & Strategy Forum at 9:30 EST. E-Mail Address: AWC.

CANADA, EUROPE & ELSEWHERE

Live in the lower mainland? I'm looking for ASL opponents. René Harker, 4532-S.E. Marine Drive, Burnaby, British Columbia V5J 3G2, Canada. (604) 433-6332.

Any Torontonians out there? Novice interested in FTF ASL, 3R, AZ, FT. Will try PBM but need system. AREA 1500 (prov). Jean Tessier, 250 Queen's Quay W #1001, Toronto, Ontario M5J 2N2, CANADA. (416) 260-6165.

Aussie living in Bremen seeks FTF ASL or UP FRONT opponents in North Germany or surrounding area. Matt Brennan, Kunenkampallee 173, Bremen 2800, GERMANY. Tel.: 0421-217-493.

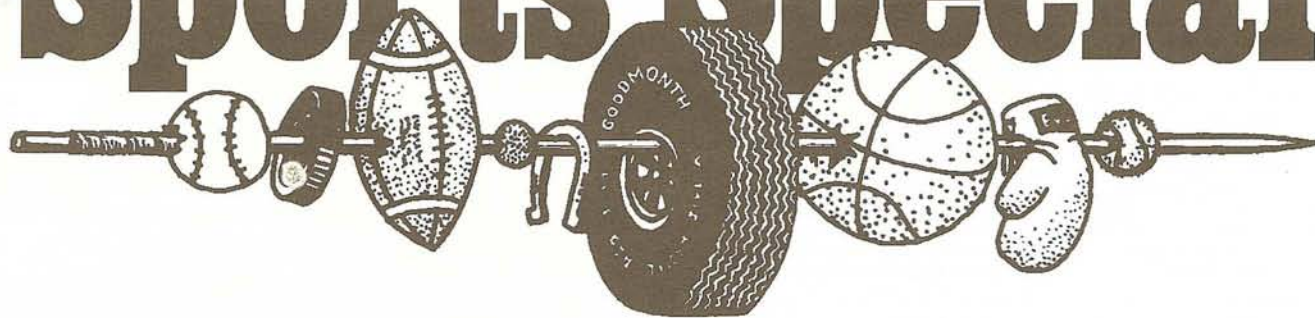
Experienced gamer new to ASL seeks adult opponent in North or West Yorkshire. Contact with other Great Britain ASL players welcomed. Please contact Bob Groves, 56 Hall Orchards Avenue, Wetherby, West Yorkshire, LS22 6SN, GREAT BRITAIN. Tel.: 0937-588271.

AREA (1500 provisional) PBM for ASL, AK, AF, AZ, PB, PL, PK, TRC, SL, 1776, SOJ, 3R and more. Friendly, fair play. Also AHKS. Contact Angelo Tropiano, Via Urbinati, 15, Palazzolo (SR), 36010, ITALY. 0039-931-882 909.

Swiss gamer is looking for FTF or PBM AK, DD, CIV, ROR. Willing to learn others. AREA member. Jesper Mlisa, Kirchlistrasse 4A, St. Gallen, SWITZERLAND 9010. Tel.: +22/7866008.

ASL, AK, TPS, UF, TRC, RF, SL, CASS. Martin Bacon, 41 Daventry Road, Banbury, Oxon, UK. Tel.: 0295-258023.

Sports Special



STATIS-PRO FOOTBALL, 1957 Variety

by James C. Gordon

The 1957 *Statis-Pro Football* player cards were produced without the Endurance Ratings (ERs) which regulate the use of quarterbacks, receivers, and running backs. This article provides those missing ERs (in the interest of flexibility, I have been generous in setting appropriate ratings for various players). Teams ran fewer plays per game in 1957 than in 1993 and a player with a 0 or 1 ER in this set might rate only a 2 or 3 if evaluated at the current level of activity. For teams which carry multiple punters or place-kickers I have indicated the primary and secondary players based on number of attempts.

I found some minor errors, such as Joe Walton erroneously assigned to the Steelers, the omission of cards for seldom-used runners or receivers, or players left off the punt or kick return cards. Numerous players have separate cards which enable them to play multiple positions but some appropriate cards were omitted. I recommend flexibility when interchanging linemen and linebackers, running backs and ends, or using offensive backs in the defensive backfield to fill gaps created by injuries.

The 1957 season featured a twelve-game schedule, 35-man rosters, starters playing the entire game including special teams, players who could perform on offense and defense, and only three kicking specialists. There were four active Heisman trophy winners, numerous future Hall of Famers, three future TV commentators, and (to date) fourteen players who became NFL head coaches, and others who were assistants. The Lions and 49ers tied for the Western Division title, Detroit won the playoff game and then trounced Cleveland in the championship, 59-14.

CLEVELAND: A=O'Connell, Plum; C=Borton; 0=Brown; 1 P. Carpenter, Brewster, Hanaluk; 2=L. Carpenter, Renfro; 3=Reynolds; 4=Clarke, Campbell, Modzelewski. Brown led the league in rushing and O'Connell finished the season with the highest rating among quar-

terbacks, although the quarterbacks rotated duties. A strong team, offensively and defensively, Cleveland would have deserved the title, had they won.

NEW YORK: A=Conerly; B=Heinrich; C=Clatterback; 0=Gifford, Webster 1=Rote, Schnelker; 2=Epps, Triplett, McAfee; 3=Filipski; 4=Crawford, Chandler. Scratch the 50-yard long gain on Crawford's flanker card; he gained only 40 yards total all year. Tunnell should be Punt Returner #3 (12 returns, 60 yards), ahead of Patton (11, 29 yards). Epps is listed as the starting flanker, but I set Schnelker and Rote out wide and insert McAfee for his blocking and receiving. The offense is balanced, led by Gifford and Conerly, and the defense is solid.

PITTSBURGH: A=Morrall; B=Kemp; C=Dawson; 0=Wells, McClaire; 1=Rogel; 2=Young, Girard, Mathews; 3=Derby, Bowman, Nickel, Watson; 4=Hughes, Richards, Gunderman. Glick is the primary placekicker with 12 XP and 18 FG attempts (out of 20 and 26 total). Joe Walton played for Washington. Sound offense running and passing, good defensive line and backfield.

WASHINGTON: A=LeBaron; B=Bukich; 0=Bosler; 1=Podoley, Carson, Sutton; 2=Meilinger; 3=Elter, Runnells; 4=Braatz, Walton. Walton's card show a longest gain of 9 yards when he averaged 19 yards on three receptions. There are no running back cards for Scudero (9 rushes, 2 receptions), James (7 rushes), and Baker (2 rushes). The 'Skins' strength is running the ball, with a strong offensive line and sound defense.

PHILADELPHIA: A=Thomason; B=Dorrow; C=Jurgenson; 0=Barnes; 1=Peaks; 2=Keller, Stribling; 3=McDonald, Walston, Retzlaff, Worden; 4=Burnine, Bielski, Ryan, Norton. The Eagles rely on the running game and the starting defensive lineup.

CHICAGO (Cards): A=McHan; B=Larson; C=Marchbroda; 0=Matson; 1=Lewis, Nagler; 2=Olszewski, Boydston; 3=Mann, Childress, Hammack; 4=Sears, Bernardi, Brubaker. Missing a running back card for Bernardi (1 rush, 1 reception). Matson carries the offense behind a good front line and the Cards have depth but lack balance.

DETROIT: A=Layne, Rote; 0=Johnson; 1=Cassady, Junker, Doran; 2=Gedman, Middleton, Reichow; 3=Hart, Tracy; 4=Dibble, Brown. Layne (25 XP, 11 FG) and Martin (5 XP, 14 FG) share the placekicking duties. Championship calibre team with good blocking, kickoff returns, and a strong defensive backfield. Small wonder that the Lions finished on top.

SAN FRANCISCO: A=Tittle; B=Brodie; 0=McElhenny, Wilson; 1=Perry, Connor, Babb; 2=Owens; 3=Barnes; 4=Soltau, Arenas, Jessup. Missing running back card for Moegle (9 rushes) and receiver card for Powell (1 reception). Strong in starting lineup, thin on the bench in some areas. Outstanding passing game with Tittle and Wilson, good running and lines.

BALTIMORE: A=Unitas; C=Shaw; 0=Berry, Ameche, Moore; 1=Dupre, Mutscheller; 3=Call, Womble; 4=Pricer. Davidson could be kickoff returner #3 (5 returns, 79 yards). Reichichar is the primary placekicker and Davidson is the main punter. The 22 starters are among the best in the league with the Unitas-to Berry, solid running, superior linemen, and good pass defense.

LOS ANGELES: A=Van Brocklin; B=Wade; 0=Wilson; 1=Marconi, Hirsch, Boyd, Arnett, Younger; 2=Clarke; 3=Waller; 4=Lundy. The primary backs and ends share playing time almost equally behind the best offensive line blocking. Rookie running back Arnett does everything and Van Brocklin is still capable. Record does not reflect overall talent.

STATIS-PRO FOOTBALL
1957 Season Schedule

SUNDAY 9-29-57

CHic at SF
PHI at LA
WAS at PIT
NY at CLE
CHib at GB
DET at BLT

SATURDAY 10-5-57

NY at PHI
CHib at BLT
CLE at PIT

SUNDAY 10-13-57

NY at WAS
PHI at CLE
CHic at PIT
BLT at GB
SF at CHib
LA at DET

SATURDAY 10-20-57

SF at GB
CLE at PHI
CHic at WAS
LA at CHib
BLT at DET
PIT at NY

SUNDAY 10-27-57

GB at BLT
CHib at SF
DET at LA
WAS at NY
CLE at CHic
PHI at PIT

SUNDAY 11-3-57

CHib at LA
DET at SF
NY at BG
WAS at CLE
PHI at CHic
PIT at BLT

SUNDAY 11-10-57

BLT at WAS
CHic at NY
DET at PHI
GB at CHib
PIT at CLE
SF at LA

SUNDAY 11-17-57

SF at DET
CLE at WAS (tie)
LA at GB
BLT at CHib
PHI at NY

SUNDAY 11-24-57

CHib at DET
GB at PIT
LA at CLE
NY at CHic
SF at BLT
WAS at PHI

THURSDAY 11-28-57

GB at DET

SUNDAY 12-1-57

CHic at CLE
LA at BLT
PIT at PHI
SF at NY

SATURDAY 12-7-57

NY at PIT

WAS at CHib

SUNDAY 12-8-57

BLT at SF
CHib at CHic
CLE at DET
GB at LA
PHI at WAS

SATURDAY 12-14-57

CHic at PHI

SUNDAY 12-15-57

BLT at LA
CLE at NY
DET at CHib
GB at SF
PIT at WAS

SATURDAY 12-22-57

PIT at CHic
DET at SF

..... (DET and SF tied records, necessitating playoff game.)

Final Standings

Eastern Division**Western Division**

CLEveland	9-2-1	DETroit	9-4
New York	7-5	San Francisco	8-5
PITtsburgh	6-6	BaLTimore	7-5
WASHington	5-6-1	Los Angeles	6-6
PHIadelphia	4-8	CHicago Bears (b)	5-7
CHicago Cards (c)	3-9	Green Bay	3-9

Championship Game

Eastern Division Winner at Western Division Winner

CLEVELAND at DETROIT

NOTE Teams listed in **BOLD** are winning teams of match-up.

CHICAGO (Bears): A=Brown; B=Bratkowski; C=Blanda; 0=Casares, Dooley; 1=Galimore; 2=Hill, Watkins, McColl; 4=Schroeder, Jeter, Drzewiecki. Running back cards missing for Smith (one rush, three receptions), Caroline (one rush, one reception), and Fortunato (two rushes). A fourth quarterback (Ronnie Knox, 0 attempts) is not included. Punting is shared by Brown (34 punts), Bratkowski (16), and Johnson (11). Great pass blocking, strong defense against the run, and the offense relies heavily on the starting backs and ends.

GREEN BAY: A=Starr, Parilli; 0=Howton; 1=McIlhenny, Kramer; 2=Hornung, Ferguson, Cone, McGee; 3=Carmichael, Knafelc; 4=Johnson, Purnell. Great defensive backfield and good run blocking, otherwise talent is thin with few reserves on defense. Hornung disappoints as a rookie but Starr is rising.



Sports Special

BONUS

Greetings once again, sports fans; in the news, the tireless efforts of your Senior Editor have brought forth goodies for all you loyalists. Yes, Don Greenwood has produced sixteen new team cards for the *MARCH MADNESS* game, depicting the Final Four teams from the last four NCAA Championships.

The Final Four Teams from 1990, 1991, 1992 and this year's championships can be found on Page III of this issue's insert. For those die-hard *MARCH MADNESS* players out there who perhaps can't bear the thought of using flimsy old cutouts (or disemboweling their issue of *THE GENERAL*), permission is given at the top of the page to photocopy the cards for personal use only. You can get them copied onto card stock at any decent photocopy shop.

If you do cut them out, please be sure to first get a copy of the Survey Page on the other side, fill it out and mail it in. We really do need to know the sort of information we get from those forms, folks. Knowing what you've been playing, what your three favorite articles were and getting figures for the Readers Buyer's Guide form to put into the RBG are part of what ensures your favorite titles remaining in print; and helps our R&D department decide where to go when designing new ones.

Thanks for reading the pitch, and we hope you enjoy the new cards for *MARCH MADNESS*.





UP FRONT



By George Kettler, Jim Murphy and Mike Reed

Last issue we celebrated the tenth anniversary of *UP FRONT* with the initiation of this column and two new three-player scenarios. In the spirit of devoted player-support which has helped to make *ASL* the mega-hit that it is (and in an attempt to prevent me from dominating this column), herein four more expansion scenarios for *UP FRONT*.

There is nothing I loathe more than not giving fair credit for work done. Creative writing—whether it be prose, poetry or scenario design—is hard work when done honestly, and anybody who claims differently is either lying to you or fooling himself. Therefore, a brief run-down on those gamers who have contributed these new scenarios is in order:

28-4/A: “*Hammer from the Sky*” and 28-4/C: “*The Deep, Dark Woods*” were the earliest of the designs presented here, written shortly after I had moved back from Hawaii to rejoin my old gaming group in California, and all of us had just started playing *UP FRONT* seriously. Both were the work of Staff Sgt. George Kettler of Portland, Oregon. “*Hammer*” was designed to exploit the system’s ability to simulate small, fast actions of intense violence, and plays almost like a miniatures game, but considerably faster. At first sitting, it appears that sheer luck will decide the victor, but as usual with *UP FRONT*, the win goes to the player who has mastered the techniques of considered risk-taking and thoughtful aggression.

28-4/B: “*Encounter at the Bulge*” was designed by Jim Murphy, the man who got our group hooked on *UP FRONT* in the first place. (Jim’s done the same thing at various times with, among others, *DIPLOMACY*, *RICHTOFEN’S WAR*, *KINGMAKER*, *CIRCUS MAXIMUS*, and *SQUAD LEADER*; I suspect he’s got a light plane hidden somewhere, stuffed with “product” that he flies in low over the border while wearing reflective glasses and a cash-eating grin, and some of it rubs off on the games he introduces us to.) In 28-4/B, the Murphster has modelled what can happen to petroleum-fueled assaults initiated on credit. “*Encounter*” was recently playtested and revised by Emanuele Oriano and the Overlord Gaming Club of Cadoneghe, Italy. Overlord is hosting Italy’s 11th national gaming convention this fall (details to be found in the next Convention Calendar), and if you can attend, do so. Mr. Oriano is running the *UP FRONT* tournament, and given the game’s popularity in Europe, it should prove a real test of

skill and great fun for all. (And none of that: “The wife/husband will never agree to go to Italy to play games!” Nonsense; Italy’s no more expensive than Vegas, airfares are dropping like paralyzed falcons, and if you can’t convince your spouse to go to a game convention that’s twenty kilometers from Venice, you got no romance in yer soul, kiddo.)

28-4/D: “*Incident on the Elbe*” was written by a friend I met through *UF*: Mike Reed, currently of El Segundo, California, and a member of The Random Wargamers club (hi, guys!) of that city. Mike was looking for a justifiable match-up of U.S. and Soviet forces without resorting to the much-maligned “Free for All” scenario. In this one, German troops may be considered to be sitting on the sidelines, laughing up their sleeves.

A little research on such incidents as Mike presents in this scenario revealed evidence to indicate that they were a lot more common at the end of the war than most people think. While virtually all of them were (at least at first) results of mistaken identity, that didn’t make their unfortunate casualties any less dead or wounded. By their nature, they occurred only at the very lowest operational levels, making them a perfect subject for re-creating in *UP FRONT*.

HISTORICAL BACKGROUND ON THE SCENARIOS

28-4/A HAMMER FROM THE SKY

George Kettler

The glider assault on the Belgian fortress at Eben Emael was a key part of the German “Plan Yellow”, the invasion of the West. The whole timetable of the invasion revolved around the gliders’ landing at first light directly on the roofs of the fort complex. Guns at Eben Emael could shell the Meuse River bridges (and the German forces using them), and slow the German advance. Neutralization of this threat was therefore a very high priority. The Belgian forces were initially taken by surprise by the assault, but fought back well once they reached their guns through the fort’s underground passages. The German glider troops were exposed to machine gun fire from the defenders as well as fire directed onto the roof by neighboring fortifications. A total of nine gliders landed, each with only eight men aboard but carrying two-and-one-half tons of explosives. Two more gliders malfunctioned, but landed later in the morning. Because of this initial lack of manpower, each section had to take on additional responsibilities.

Incidentally, if you have twenty rabid *UP FRONT* players, this is one of those rare actions which can be fought out in its entirety on a man-to-man scale in a huge Team Game. The actual assault on Eben Emael was mounted by a force of only eighty men (ten German players in this scenario) led by a sergeant. Any German player who destroys his objective turret and breaks his Belgian opponent’s squad gets the Knight’s Cross; surviving members of his squad get the Iron Cross, First Class (the historical decorations for the action). Belgian victors get the satisfaction of knowing they have delayed the *Wehrmacht*’s advance across the Meuse for hours, perhaps days; perhaps even enough to turn the tide of the war?

28-4/C THE DEEP, DARK WOODS

George Kettler

A combination of weather and terrain made the little-known Huertgen Forest campaign one of the most difficult actions fought on the Western Front. Rain and fog were a constant misery for both sides, and heavy woods limited vehicle movement to the few available roads.

These same dense woods caused artillery shells to detonate in the upper branches of trees, well above their targets, inflicting heavier casualties than usual since normal entrenching techniques were no longer adequate protection from such overhead bursts. Mud slowed all movement by both man and machine, and artillery reigned supreme. This action centers around an old rock farmhouse (represented by the Pillbox card) controlled by the German at the start of the game. Ownership of one such structure shifted back and forth for days, with little left of the building by the end of the engagement.

By the way, though there are no Scenario Special Rules nor any provisions in the *UP FRONT* rules given for it, there is no reason whatsoever why a Panzerfaust cannot be used against stone buildings. A hollow-charge bomb is just dandy for blowing in large chunks of masonry to send them swirling around inside a stone house (–3 Buildings card) or a fortification (Pillbox), and defenders probably shouldn’t be entitled to the structure’s TEM, either, since most of the material which comprises it is being converted into shrapnel. Concealments should still work, though, and for play balance’ sake, don’t allow Panzerfausts to be used against wooden structures (–2 Buildings cards), where the construction materials would probably make them somewhat less effective, anyway.

28-4/A. HAMMER FROM THE SKY— By George Kettler Eben Emael; 10 May, 1940



Glider Troops (Elite): 1, 2, 6, 10,
12, 17, 23, 24, 4 ATMM chits,
2 Demo Charges and one "Fat
Albert" 110-lb Demo Charge



1st



Remove all Buildings from the Action Deck before play except those given to the Belgian player as per SSR 8. All Woods cards are removed from the Action Deck as soon as they are discarded unused or as an RPC/RNC draw.

SPECIAL RULES:

A.1 Minefields are Cover cards for both players. Sniper cards are considered Cover cards for the German player.

A.2 The Belgian player is not subject to terrain placement by the German player during Prepare for Play. Belgian groups may not be placed in Buildings cards during Prepare for Play. Belgian groups not placed in terrain during Prepare for Play may not fire at, nor may they be fired upon by, the German player.

A.3 The Pillbox card is placed in a *separate* Group B at Range Chit 1; place a "Group B" ID chit from an unused nationality on the Terrain card with a RR 1 chit. It represents a large turreted gun casement, not the regular infantry strongpoint. It may *never* be occupied by Belgian personality cards (as it was a sealed turret designed for heavy guns, infantry could not fire from it anyway). Infiltration attempts against the turret require an RPC draw showing a red number under the "4c" position, modified by the infiltrating group's terrain, Movement and/or Concealment cards. The sole purpose of the Pillbox in this scenario is to provide the German with his troops' objective; it has no other effect on play whatsoever. The Belgian player may still—and initially must (3.2)—have his own Group B containing infantry.

A.4 German forces are entitled to their nationality's Elite status (39) capabilities. In addition, this is a highly motivated unit, and will not break until it has suffered 75% casualties (six out of eight men). German personality cards 23 and 24 represent regular troops armed with machine pistols. They retain their printed morale and panic values, but do not function in any way as SL or ASL for the unit. The SL and ASL are personality cards 1 and 2.

A.5 Use British personality cards to represent Belgian troops. British #24 (Pvt. Whitesell) is considered to be the SL, while #2 (Cpl. Barnard) remains the ASL. Mark #24 with a "SL" chit to indicate his status. The Belgian player's hand capacity and discard ability are the same as the British (five card hand, two card discard on pass turns). The Belgian player does *not* receive the British "Firepower Bonus" when making Fire Attacks. To simulate the level of surprise achieved by the Germans, the Belgian player is restricted to a four-card hand for the entire first deck. He may fill his hand out to five cards at the end of his first turn in the Second Deck. Note that despite the German set-up requirements (SSR 5), the Belgian's initial hand size will still be four (an exception to 15.6).

A.6 The German player must set up his entire force in one eight-man group marked with a "Group B" ID chit during Prepare for Play (all eight men are inside their glider). The German player draws an RNC (ignoring color) at the beginning of his first turn to establish his force's starting distance from the Pillbox. This does not constitute an action taken for the German force. The German group's Range Chit is determined by this draw as follows: RNC 0-2; Range Chit 0. RNC 3-4; Range Chit 1. RNC 5-6; Range Chit 2. (Note that all Belgian infantry groups begin at Range Chit 0.) The German may not have his LMG crewed at start. He may create groups in A and/or C by deploying groups of two or more men from his initial Group B by playing a *single* movement card in the sideways mode for each *group* which he declares he is forming (an exception to 17.9). The groups are marked with their declared new ID chits, and their Movement card is left in place until they occupy terrain. Once there are German A and C groups, or the German's Group B has changed its initial Range Chit, the conditions of 17.9 once more apply.

A.7 All terrain cards not removed from the Action Deck remain in play, representing varying levels of broken terrain in and around the fortress complex. Their game functions are unchanged, but as these are the only terrain cards available, players will have to use their imaginations to remember that a "Marsh", for instance, is actually an expanse of bomb-damaged concrete. Belgian units which are not occupying terrain at game's start are considered to be within the fortress tunnel complex; they cannot make fire attacks, nor may they be fired upon, unless they set up in terrain, or until they have a terrain card placed on them.

A.8 The Belgian player receives three -3 Buildings which he sets aside as a special "Draw Pile" for his use only. These represent machine gun positions scattered about the fort. Belgian groups may move between Buildings by placing a Movement card on the designated group in a sideways mode and declaring its destination (i.e.: "Group A is moving to a Buildings card in Group B"). Multiple movement cards may not be placed to transfer to further positions. Units transferring between Buildings may not be fired on, nor may they engage in fire, while moving. Groups which exit an undestroyed Building card (see A.8, below) return it to the Belgian player's Buildings Draw Pile. **NOTE:** The Belgian player's groups may only use Buildings at Range Chit Zero.

A.9 Each Buildings card contains an emplaced Vickers MMG position (use weapon chit). This position requires three troops to activate and two to operate it thereafter. Belgian troops entering a Building on one turn may activate its MMG (place the chit and crew the weapon simultaneously) on the following turn, and may fire it normally thereafter. It may not be fired if un-crewed, nor may it be removed from the Building. It may be destroyed by Belgian troops abandoning (or German troops capturing) the Buildings card. Should German troops capture a Buildings card, they may, of course, use the emplaced MMG as a captured weapon. Whenever a Building (machine gun position) is assaulted by use of a regular Demo Charge or (if the German chooses to do so) the "Fat Albert" charge, remove that Building card from the game, regardless of the fate of its occupants, thus permanently reducing the Belgian player's Buildings Draw Pile by one.

A.10 The Germans are equipped with three different types of Demolition Charges. Four are 2-lb hollow-charges (use Russian ATMM chits; no man may carry more than two of these types of charges; each charge may be used as part of a successful Infiltration attempt against the Pillbox, automatically disabling one of the Pillbox' three guns, but these charges can be used for no other purpose). Two are regular 25-lb Demo Charges (Fire Strength "8", may be used normally against enemy groups in any terrain, but have no effect on the Pillbox or its guns). In addition, German glider troops attacking Eben Emael were issued a 110-lb "Fat Albert" charge. This charge requires a minimum of two unwounded men in its group to move it, neither of whom may carry any other type of Demo Charge. A moving group containing the "Fat Albert" which is reduced to one man does not lose the weapon unless its Range Chit is changed by play of additional Movement cards or the group's rejection of terrain. To use the charge, both men carrying it must successfully Infiltrate on the same turn. If one succeeds and the other fails, no Infiltration occurs, and they may try again on a subsequent turn. This charge has a Fire Strength of 8, and is the only Demo Charge which is effective against the Pillbox itself. With a successful Infiltration of the Pillbox by the two men carrying this charge, draw an RNC (adding Blacks to or subtracting Reds), and apply the Pillbox' TEM of -4. If the resulting number is ≥ 2 , the Pillbox has been destroyed. This is the only way the German player may destroy the Pillbox in a single attack.

A.11 **VICTORY CONDITIONS:** The German player wins by destroying the Pillbox or destroying all of its three guns, and not suffering a "Broken Squad" result by the end of the third deck. If the Pillbox retains any operational capability at game's end, the Belgian player wins.

A.12 **VARIANT RULES:** **Belgian:** Add Personality Cards #2 and #25 to the Belgian force mix, or allow the Belgian to begin play with a five-card hand. **German:** Substitute Personality Card #14 for Personality Card #24. The flamethrower has no effect against the Pillbox (sealed turret), but can be used normally otherwise.

28-4/B. ENCOUNTER AT THE BULGE— By Jim Murphy

Belgium; 22 December, 1944



1, 3, 4, 10, 12, 15, 19,
20, 24, 26, 27 and 35



1, 2, 4-7, 10-13, 15, 30
Reinforcements (Available
during Deck 4): 35 and 36

1st



No cards are removed from the Action Deck.

SPECIAL RULES:

A.1 The Marsh and Minefield cards are treated as Cower cards.

A.2 Sniper cards are treated as Cower cards by the German player. They may be used normally by the American player. Both players may use Wire cards.

A.3 The American player receives the Pillbox card prior to setup. It is considered to be a -4 Buildings card which may house any group of legal size, but it must be set up at Range Chit *Negative 2*. It may be placed in any Group ID chit position. All other groups in the game start at Range Chit Zero, as per the regular rules.

A.4 German groups must treat all Buildings cards as Cower cards until they reach Range Chit 4. German groups at Range Chit 4 and beyond may play Buildings cards normally. American groups may play Buildings cards at Range Chits 1 and *lower*.

A.5 American reinforcements enter the game as per the rules for reinforcements in *UP FRONT* (35) and Random Reinforcements in *BANZAI* (48.33). That is, an American reinforcement brought on by play of a Red Movement card enters the game as Group Z (adjacent to position A); one which uses a Black Movement card enters as Group E (adjacent to position D).

A.6 Beginning with his first turn in Deck Four, the German player must make a fuel check for his AFV every time it plays a Movement card or changes targets. This does not count as an action taken by the German player. If he draws an RNC (ignoring color) of 5 or 6, the King Tiger is considered to have run out of fuel and is immobilized. Mark the vehicle with an "Immobilized" chit, and modify its To-Hit Number by -2 for the remainder of the scenario whenever it changes targets or shoots at any targets not directly opposite its ID chit (turret rotation is being performed by the crew using hand-cranks; a ponderous process, at best).

A.7 **VICTORY CONDITIONS:** The German player wins if, at any time, the Pillbox is vacated by American troops, either by Group Transfers, Individual Transfers or Routs, or if the German infiltrates and captures the Pillbox card by Close Combat. The American player wins by avoiding the German victory conditions.

A.8 **VARIANT RULES:** **German:** Allow the German to win *either* by the above victory conditions *or* if he gets four personality cards in one or more non-infiltrated groups to Range Chit 8 in terrain which will reduce the fire strength of any attacks against them. **American:** Require the German to achieve *both* the standard and variant victory conditions in order to win.

28-4/D. INCIDENT ON THE ELBE— By Mike Reed

Germany, 5 May,



1945

3-8, 12, 13, 15, 18,
20-26, & one Radio



4, 11, 17-20, 23,
25 & 31

1st



Remove all TEM -3 Buildings to be discarded unused or as an RNC/RPC draw.

SPECIAL RULES:

A.1 Night Rules (38) are in effect for the first two decks. Starshells may **not** be used.

A.2 The Soviet force is considered Elite and is entitled to their nationality's Elite status capabilities (39).

A.3 Treat all Pillbox, Minefield, Marsh and Sniper cards as Cower cards.

A.4 Two Soviet Groups (to be chosen by the American player during Prepare for Play) begin the scenario in Streams. These Streams may be exited automatically by the play of any Movement card in a sideways mode; such exit does not require a Ford attempt or play of a "Ford" Movement card. Once exited, a Stream card is permanently removed from play.

A.5 The Soviet player may not retreat beyond Range Chit "0" (the Elbe River).

A.6 Beginning with Deck Three, dawn begins to break, with the following effects on play: Night Rules are no longer in effect. Each side's group containing the SL (or ASL if SL Pinned or Eliminated) must make a Recognition attempt as the first action for that player's forces each turn. Resolve as an Observation attempt (38.2, 38.3). A successful Recognition attempt indicates that the SL/ASL recognizes his "foe" to in fact be his ally, and the scenario ends immediately. An unsuccessful Recognition attempt does **not** count as an action taken for the group for that turn. If the scenario ends in this manner, Victory Points (16.4) are tallied normally, with KIAs and Routs subtracted from the point totals of their own nationality (in effect, counting double). Aggressive Action VPs are awarded for moving groups, but at the value of the last Range Chit occupied before the move, and only for those groups with Movement cards in a forward mode.

A.7 If at any time either player's SL (or ASL if the SL is Pinned or Eliminated) initiates Close Combat, make a Recognition attempt as described in SSR 6 **after** the resolution of such CC. Such a Recognition Check does not count as an action taken by the SL/ASL's group. If (surviving) SL/ASL is successful in this Recognition attempt, play ends immediately, and Victory Points are calculated as described in SSR 6, above.

A.8 **VICTORY CONDITIONS:** The first player to have at least four unpinned personality cards in one or more non-infiltrated groups at Range Chit 4 occupying any Terrain card which will reduce the Fire Strength of an attack against them is the winner. Note also SSRs 6 & 7.

A.9 **VARIANT RULES:** **Soviet:** The American player must place the Stream cards on adjacent Soviet groups during Prepare for Play. **American:** The Soviet player must exit the Stream cards normally, by use of "Ford" Movement cards or successful "Ford" attempts with non-Ford Movement cards.

28-4/C. THE DEEP, DARK WOODS— By George Kettler Huertgen Forest; September to December, 1944



1-4, 6, 8, 9, 17, 18,
22 and 3 Panzerfausts,
21 & 24 with a Radio



1-13, 35
(Bazooka has only four rounds),
17 & 18 with a Radio

1st 4



The Minefield cards are removed from the Action Deck as soon as they are discarded unused or as a RNC/RPC draw.

SPECIAL RULES:

A.1 Jungle rules (47) from *BANZAI* are in effect. Also, MUD rules are in effect: A sideways Movement card must be placed on a group before any Movement card may be played to change range. Entrenchment attempts successful only on an RNC of "1". Subtract one from the Fire Strength of un-boxed ordnance. AFVs must check for *BOG* on each Movement card played as well as each Terrain card placed. In addition, vehicles may not enter Woods terrain, and must refuse such if offered. At the beginning of every deck, including the first, draw an RNC (ignoring color) to determine the extent of visibility and thus the maximum Fire Ranges: RNC 0: Normal visibility; RNC 1 or 2: No attacks against targets at RR 0; RNC 3-4: No attacks against targets at RR 0-1; RNC 5: No attacks against targets at RR 0-2; RNC 6: No attacks against targets at RR 0-3. After determination, re-shuffle each RNC draw card back into the Action Deck, do *not* discard them.

A.2 This action centers around an old rock farmhouse which the German controls at the beginning of the game. The German player is given the Pillbox card as part of his starting hand. It is considered to be a -4 Buildings card (the rock farmhouse) which may house any group of 2-10 men. The German player may place it during Prepare-for-Play or retain it for later use, but he may not discard it, nor may he offer it to the American as a discard. Once placed, the Pillbox card remains in that position at that Range Chit for the remainder of the game. **EXAMPLE:** If placed on Group C at Range Chit 5, then vacated by that group, the Pillbox remains in position as an empty Group C; any friendly groups may laterally transfer into it from Groups B or D, enemy groups from B, C or D could infiltrate it by drawing an RPC and checking the "1" column (if the Pillbox were still empty); if captured, it becomes the opposing player's Group C. Note therefore that an opponent could not capture the farmhouse with a diagonally-adjacent group unless his own group position directly opposite the farmhouse were unoccupied.

A.3 Each side has an additional SL in a separate group with a Radio; this SL may take over the squad as his group's sole action for the turn if the original (lowest-numbered) SL and original ASL are both eliminated due to KIA or Rout.

A.4 Normal entrenchments provide a -1 TEM against regular Fire Attacks only; they provide no cover from artillery. Units may Entrench twice in the same terrain card (mark successful attempts with two Entrenchment chits) and receive a -1 defensive TEM against artillery. Double entrenchments still provide only a -1 defensive TEM against regular Fire Attacks. **NOTE:** Woods (which include Buildings cards in this scenario) provide no defensive TEM against Artillery attacks (XX.X).

A.5 VICTORY CONDITIONS: The player with a non-infiltrated group of four unpinned men inside the farmhouse at the end of the time limit is the winner. Any other result (except, of course, for breaking the enemy squad) is a draw.

28-4/B ENCOUNTER AT THE BULGE

Jim Murphy

Though *DYO* has made *UP FRONT* a whole new game for me (not that I was tired of the old one, even after ten years), even-up point systems just don't reflect reality. And the reality is that you go into combat with what you've got. Sometimes you're told to get somewhere as quickly as possible with nothing but the gas in your fuel tanks; other times you're told to stay put and under no circumstances allow your position to fall into the hands of the enemy. And that's when you get situations like this one.

The Ardennes Offensive jumped off on December 16; by December 19 the Germans were having fuel problems, and by the 21st they were in pretty dire straits. In "Encounter at the Bulge", it's a day beyond that; no re-fuelling trucks are due, and no more reserves are coming down from Battalion. The Germans see an oasis in the snow, one with fuel and ammo instead of just water. The Americans are hanging on by their fingernails, knowing that the main German thrust is running out of momentum, and their own cavalry's on the way. It's only a matter of time before tanks pull into the fuel depot; will they have German crosses, or American stars?

Jim wanted to see the monster tanks in battle. "City Fight 501-in-Four" (The *GENERAL*, Vol. 26, No. 5) let's you finish up with them; this one has the King of them all coming out of the gate.

28-4/D INCIDENT ON THE ELBE

Mike Reed

Mike doesn't seem to be nearly as intimidated by the Night Rules as a lot of players (myself included). And there really isn't any other way to justify a firefight between US and Soviet forces near the end of the war.

A Soviet Guards patrol is lost in the pre-dawn darkness; perhaps they have been pursuing remnants of a German squad. They have floundered across a ford in the Elbe, whereupon they are abruptly met by a roving US armored Recon unit, themselves no doubt edgy at the continued appearances by German SS troops who don't want to admit that the war is over. A situation designed for disaster, and that's what might happen if this scenario is "won" before daybreak.

Besides being an interesting match-up of these two nationalities, "Incident" also does a good job of modelling a huge contingent of infantry engaging a mobile force built around armor support. Two very different hand capabilities and forces make this an interesting tactical problem.

In this one you need to engage the enemy quickly and decisively; literally, by sunup. The American's advantage is in long-range firepower, but if the Soviets can close the range quickly (and in the dark, with all those Russian movement cards available, he sure can), those seven Machine Pistols can make the American's (short) life pretty miserable.

The "politically correct" out there might wince at the idea of Americans and Russians gunning each other down in the ruins of the Third Reich; one playtester evinced his disapproval of this scenario's premise by simply discarding his entire hand every turn. A quaint gesture, but it sort of throws the baby out with the bathwater.

Besides, who knows? Maybe there's this big stash of Nazi gold by the riverbank, and this Guards Sergeant's heard a rumour that there's an American Lieutenant-busted-down-to-Sergeant with an entourage of Odd-Ball tankers and other hangers-on trying to grab it for themselves. The Yanks just want a little nest-egg, but the Russki squad leader figures on making Hero of the Soviet Union by noon...



PURSE OF GOLD

A LEGENDS OF ROBIN HOOD VARIANT

By Jared Scarborough

For those of us both with and without young gamers-to-be, who have done our part in making *LEGENDS OF ROBIN HOOD (LORH)* an Avalon Hill success, I offer the following commentary and variant rules, in hopes that a game prejudiced in most eyes by its sheer simplicity can perhaps interest us the more as one metamorphosed from child into young adult.

For those unfamiliar with *LORH*, I would first convince you of the historical importance of one Rob in the Hood, Rob of the Wood, or even—as some would have it—a transmuted Woden, terrible God of Wind, a legacy of the Angles and Norsemen reborn in Merrie Olde England.

First reference to our legend is found in a 1377 text, *Piers Plowman*, wherein is found a character called Sloth who, as one of a handful of sins, cannot remember his Latin scripture; but he does know his Robin Hood ballads. This seeming slight is no surprise, since the written word at that time was the province of clergy and the wealthy elite, the very scoundrels our noble hero so merrily relieves of their weighty purses. It is no wonder, then, that the tales of the good-humored trickster have been handed down to us as ballads, sung around many a campfire and hearth by those with every right to a judge their own times.

The 11th and 12th centuries had seen the Norman conquest of England, with haughty ruler and restive native the order of the day. The imposition of hated gaming laws only provided fodder for a crackling resentment of the pompous and unnatural.

In fact, whether actual person or expression of a collective inventive will, Robin Hood and his ethos became so immensely popular that the personas of he and Maid Marian became the center of May Day festivities in much of England.

Of course the ballads still extant today are but stark outlines compared to the stories we read in book form and see as Hollywood epics; succeeding generations in their turn have added detail to the original sketch. But the origins of the story lend it immutability. As popular ballads, the original legends represent the subconscious yearnings of all speakers of the English language, if not humanity in its entirety.

First and foremost, the Robin Hood saga is a prescription for rebellion against the unjust and unnatural. Church, State, pedigree, even urban milieu, are all out the window in favor of individual conscience (what we might term common sense). From a political viewpoint, it is perhaps no coincidence that Sherwood Forest's Merry Men were at their most active immediately preceding the reign of King John (Prince John in *LORH*), who of course signed the Magna Carta in 1215, setting the stage for notions of equality among citizenry and sovereignty from below.

Psychologically, the good-natured tussles, decisiveness of honor and commitment, and free-flowing wit of the ballads themselves all point to healthy maturity.

As for natural rhythm, the opening lines to the ballad *Robin Hood and Guy of Gisbourne*, reminds one that Robin Hood was rooted in the nurturing soil of ancient myth and pagan belief:

*When shawes' be sheene², and shradds' full fayre¹
And leaves both large and longe,
It is merry, walking in the fayre forest
To hear the small birds songe.
The woodweele⁵ sange, and would not cease
Amongst the leaves a lynne⁶...*

1: woods; 2: lovely; 3: twigs;
4: fair; 5: oriole; 6: linden

Turning now to the task before us, we have two objectives: First, to advance the basic game from 'low' complexity to something approaching 'medium'; and second, to do so in a way that brings play, to the greatest extent possible, in line with legend.

SET-UP

Separate the deck into four piles of red, blue, green and black cards. Find the four cards listed below and place them next to their respective decks, color by color. Now turn all decks face down, leaving out the four cards to identify their respective deck colors. These four cards do not enter play.

Red: Remove the *SHERIFF AMBUSH 3 (Castle/Forest/Open)* card

Blue: Remove a single *MOVE 2* card

Green: Remove a single *SHORTCUT* card

Black: Remove the *RECRUIT 3 MERRY MEN AT ARLINGFORD* card

Now remove the *PICKPOCKET* and *DISCOVERED* cards from the Green pile and place them both in the Red pile.

Play is divided into Rounds. Do the following before each round:

1. Shuffle each deck and deal two cards from each of the three non-red decks to each player.
2. Place one gold token on each of the four squares where roads run off the mapboard.
3. Place a Merry Men token on each of the five spaces containing the word "Forest" and on each of the four Towns.
4. Place 15 gold pieces aside as this round's *Purse of Gold*.

Each round begins with all characters at Camp, with each character seated around the fire and (presumably) discussing possible schemes to acquire gold, give gold to the poor in surrounding towns, and accept recruits in these same towns. Some players, having looked at their six cards, will have a likely plan already in mind,

and will want to carry it out beginning with their first turn. Others will want to take another sip o' the mug, and hear more news of the roads, towns, and castles; that is, they will want to draw an additional card their first turn, and perhaps more cards in subsequent turns, before finalizing plans.

PLAY

When it is their turn, players may:

A) Draw a card from any pile except Red, or

B) Play a single Blue card (and so leave camp) and any number of Green and Black cards.

If they choose to leave camp, they may move the amount of spaces indicated by their played Blue card. Then, once players have moved and played all cards, they may draw another card from the Blue deck, and await their next turn.

During a turn, the following rules apply:

Movement along a road is double the number of spaces indicated.

Movement accompanied by the playing of a *Shortcut* card allows travel of up to *three* spaces in forest/forest road, which "shortcut" move still counts as only one space moved.

Movement accompanied by the play of a *To Horse* card allows a doubling of movement, as the card states, but does not allow entry into Forest. A *To Horse* card is good throughout a given round of play. The card is discarded, however, any time a player enters a Forest square.

Each round of play ends when all players have returned to Camp. At this time all cards still in players' hands must be returned to their respective discard piles. The first player to return, however, may keep one of any extra cards held. The maximum number of cards which any player may hold at any time is eleven.

DRAWING CARDS

Players who have yet to move out of camp during a given round may choose to instead remain in camp and draw a card from any deck other than Red. Any number of turns during a given round may be spent this way.

Any time players enter the following terrain types, they must draw the indicated number of cards from the deck of Red cards:

Forest, Forest Road, Open Field not touching Open Road or Castle/Town squares: No cards.

Open Road, Open Field squares that touch Open Road squares or Castle/Town squares: 1 card.

Towns: 2 cards.

Castles: 3 cards.

The number of Red deck cards drawn is cumulative. Entering two "Open Road" spaces during a turn means drawing two cards from the Red card deck.

Cards drawn from the Red card deck are placed face up in a nearby discard pile. To determine whether any ambushes take place, check the terrain types listed on the *Ambush* cards drawn, and compare them to the terrain type of the square in which the drawing player ended his movement. If terrain types match, that player loses the amount of Merry Men equal to the indicated number in red on all cards which apply.

1. If a *Disguise* card is played, areas listed on the *Disguise* card are safe from ambush. Continue to draw from the Red deck, when required, even when a *Disguise* card is in effect. *Disguise* cards last an entire round, or until a *Discovered* card is drawn.

2. A *Discovered* card negates any *Disguise* card played.

3. A *Fair* card allows a character to enter a Town without drawing two cards from the Red deck.

4. A *Secret Passage* card allows a character to enter a Castle without drawing three cards from the Red deck.

5. Players who lose all Merry Men due to *Ambush* are cast into the nearest dungeon (Castle) and lose their next *two* turns, unless they play a *Maid Marian* card immediately upon being placed in a Castle, thus ensuring an exit during their next turn.

COLLECTING GOLD

1. *Archery Contests* allow the collection of three gold when in the appropriate castle.

2. *Rob Tax Collector* allows the collection of two or three gold when in the appropriate town.

3. *Rob Prince John* allows the collection of three gold (subject to the conditions of the **Prince John** Rules, below).

4. *Rob Nobleman on Forest Road* allows players to collect the indicated pieces of gold (either one or two) if players should happen upon a nobleman (subject to the conditions of the **Hold-Up** Rules, below).

Also, drawing the *Pickpocket* card from the Red deck results in the drawing player losing all gold currently held.

RECRUITING MERRY MEN

1. Players may travel to any of the four towns on the map, and once there play matching *Recruit Merry Men* cards by giving gold to the poor. The number of Merry Men recruited as listed on the card is the amount of gold which the player must donate to the poor of the town. Players must always “buy” as many Merry Men as they are entitled to and which they can afford.

2. Playing a *Maid Marian* card allows a player to double the number of Merry Men ordinarily recruited with any given card or cards.

3. Merry Men may also be found in forested areas on the map (see **Outcasts**, below).

HOLD-UPS

Every time a player moves, advance the four gold pieces at the road ends toward the center of the board. These moving coins represent rich noblemen in need of assistance in carrying their weighty purses. Players collect gold by ending or beginning a move in a square containing a gold

coin. Coin movement occurs between player moves during a given round.

After the first player moves, advance the gold coin in the square with the word “Delamore” in it. After the second move has been executed, advance by one square both the Delamore coin and the coin five squares above Delamore. Continue in this manner in clockwise order until all coins are being moved after every turn.

The first coin to reach an intersection *after* having passed through Sherwood Forest without being seized takes a straight path. The second coin (if not seized) takes the road bending to the right. If a coin is not seized by the end of a round, flip the coin to “2” gold. Place new “1” gold coins at all four road ends (even if previously placed coins are still on the board), and continue to move them in their current directions until they leave the board.

OUTCASTS

Players may add Merry Men to their band without playing *Recruit* cards. To do so, they must travel to forest squares containing Merry Men tokens (Outcasts), and end their movement in the outcasts’ square.

When recruiting in a Town, players first recruit the single token placed in that town at the beginning of the current round. Other tokens are then used, as needed.

If Merry Men tokens placed at the beginning of a given round are not taken in that round, they are moved to the nearest of the four single- or double-square spaces of isolated forest terrain. These tokens represent Outcasts.

Merry Men tokens may be stacked if more than one is available in a given forest square.

PRINCE JOHN

Prince John travels between the three castles on the mapboard searching for Robin Hood and his Merry Men. He always has with him a host of 12 of the best archers money can buy. Whenever any player reaches 13 or more Merry Men, Prince John (represented by two gold coins, one face up, the other face down, stacked one upon the other) is placed on the road from Nottingham Castle to Gisbourne Castle, five spaces along the road (the square above the words “Sherwood Forest”). After the next player has moved, Prince John is moved another five spaces along the road toward a castle. Prince John moves to castles in the following order: Nottingham to Gisbourne to Arlingford to Nottingham, and so on. After arriving at one castle, Prince John will immediately head for the next (in the order listed above) if any of his five movement spaces are left over. Prince John is intent on capturing Robin Hood and friends.

To rob Prince John, players must either start or finish their turn in a square containing the Prince John gold coins. If players find themselves with less Merry Men than Prince John has mercenaries, they lose one Merry Man for each number of Merry Men in their party less than 13 (*Not* 12). They do rob Prince John, however. Prince John always has 3 gold to be robbed

(replace gold coins, once they have been taken).

Players must always avoid Prince John along the Open and Forest Roads. Without a “Rob Prince John” card, players who inadvertently encounter the Prince lose all Merry Men and are thrown in the nearest Castle.

MESSAGE ARROW

A “Message Arrow” card may be given to any other player in lieu of a move, while both players are still at camp.

The player giving the Message Arrow draws four cards from any single deck—except the red deck—and must then give the player who received the Message Arrow card two of the four cards drawn, after looking them over and deciding which two to keep.

OBJECT OF THE GAME

With Prince John hot on their tracks, our heroes decide they must actively recruit more Merry Men from surrounding towns. They decide that every day (game round), they will each wager three gold to see who can bring home the most new recruits; they will also reward the man who brings home at least two gold pieces in the shortest time (number of moves) possible. Since there are five of them, they place 15 gold pieces in a purse, and “give the purse to Maid Marian” (i.e., set them aside, out of play), who will reward each character (player) upon their return according to the following conditions:

1. Each turn a player begins in camp with two gold pieces of booty to show for that round while any other player has yet to return, earns 1 gold from the purse (no more than nine gold may be paid out from the purse for this condition)

2. The player with the most new recruits when all have returned to camp (excluding those who have lost Merry Men in that round), receives all remaining gold in the purse (a minimum of six gold must be paid out for this condition).

When the supply of Merry Men has been exhausted (no player should have more than one Merry Men token reading ‘1’ face up), the game is immediately over and the player with the most Merry Men wins. If tied, the amount of any gold held determines the winner. If still tied, the player whose character is closest to camp wins.

If a shorter game is desired, set aside a dozen Merry Men tokens. These Merry Men are per-haps off terrorizing another location.

It should be noted that while it is possible to play this variant with a standard game, it all but requires the use of a second deck of cards. If playing with two decks, substitute one *Maid Marian* card for the *Shortcut* card removed from play during Set Up. Individual game decks are available from Avalon Hill. Also, players may substitute any suitable token for the Prince John coins; just remember that whatever token is used can be relieved of three gold if robbed!

And so ends yet another attempt to renew the timeless tale of a band of loyal friends, committed to an honorable course, and the merry life this devotion allows.



1-A	?	3-A	4-A	5-A	?	?	8-A	9-A	?	?	12-A
?	2-B	3-B	4-B	5-B	?	7-B	?	9-B	?	11-B	12-B
1-C	?	?	4-C	5-C	6-C	7-C	8-C	9-C	10-C	11-C	12-C
1-D	ACQUIZ										?
?	A Test of Your Expertise in ACQUIRE										12-E
1-F	by Michael Anchors (1992 AvalonCon ACQUIRE Champion)										?
1-G	?	3-G	4-G	5-G	6-G	7-G	8-G	9-G	?	?	?
1-H	2-H	3-H	4-H	5-H	?	?	8-H	9-H	10-H	11-H	12-H
?	2-I	3-I	4-I	5-I	6-I	?	8-I	?	?	11-I	12-I

Besides being the 1992 AvalonCon ACQUIRE Champion, Dr. Michael Anchors is a rather prolific contributor. He's provided *The GENERAL* with several articles such as this one, each designed to help you hone your skills in some of our strategy games.

In this first installment, Dr. Anchors provides ten questions to help you become one of those people that other ACQUIRE players should worry about.

Question #1: Near the start of a game, you have the chance to open a hotel chain. Should you choose a high-priced name (*Continental, Imperial*), middle-priced name (*Festival, Worldwide, American*) or low-priced name (*Tower, Luxor*) for the new chain?

Question #2: Is it better to start your first hotel chain...

- A. ... in the middle of the board or in a corner?
- B. ... close to an opponent's chain(s) or far away?

Question #3: If there is more than one tile in your hand that will enlarge your chain, which tile is the best to play?

Question #4: If three chains of unequal size, A, B and C, are merged by the play of a single tile (A is the largest, C is the smallest), are you per-

mitted to trade stock in C for stock in B, hoping to gain control of B and earn the Majority Holder's bonus when B merges into A?

Question #5: Are stock-shares open for inspection? Is money open?

Question #6: What is done with tiles that can never be played legally (i.e., because they would merge two "safe" (11+ hotel) chains)?

Question #7: When is it wise to pass, that is, buy no stock in your turn?

Question #8: If you have an equal chance of seizing control of two chains, one controlled by your left-hand opponent or one controlled by your right-hand opponent, which chain should you attack?

Question #9: When deciding what to do with your stock after a merger, is it better to keep stock, sell, or trade 2-for-1 for stock in the controlling chain? Obviously, there is no general answer to this question — each specific situation is different. But what considerations go into the decision, each time?

Question #10: In previous articles, two dominant strategies have been described in ACQUIRE, that of the "Pirate" and that of the "Builder". The Builder seizes control of a chain with good prospects and builds it into a 41+ hotel giant. The Builder has little stock in outside

chains, but hopes to win with the whopping Majority Holder's Bonus and stock value in his megachain. The Pirate, on the other hand, eschews getting tied down in one chain, and, instead, repeatedly opens small chains next to big chains and merges them out, collecting the Majority Holder's Bonuses. In the 1990's tournaments, which strategy is the more certain route to victory, Pirate or Builder?

Answers on opposite page...



AMERICAN HOTELS



STOCK CERTIFICATE

Of course, a trading deal shouldn't be judged solely on the basis of its current value. If *American* had been the smaller chain in the merger, instead of *Tower*, you would lose \$100 in each 2-for-1 trade, but, if *Tower* had such good prospects that it might reach 31+ hotels (share value = \$1000), the trade might still be worthwhile.

Third-best choice. Take the cash or keep the stock. The choice depends on whether there is room on the board for a new chain to open.

Notice that the rules do not require you to declare what stock you have, in a merger, unless you trade or sell. If you have shares in the defunct chain, insufficient for a Majority Holder's Bonus, you might keep your holding secret, hoping that other players have forgotten those shares. What joy when your opponent reveals the chain, thinking he controls it, and you show up with the extra shares!

Herein is a lesson for players considering founding a new chain late in the game: Count the shares in the bank. Someone may have kept some shares.

Answer #10: Neither! In the tough competition at AvalonCon, successful players had to use both *Pirate* and *Builder* strategies *simultaneously*. Over the years the total Net Worth required to win *ACQUIRE* has risen, as player technique has improved. In 4-player tournament *ACQUIRE*, you'll need \$35,000 or more to win. And that just can't be done using only a pure *Pirate* or *Builder* strategy.

AvalonCon '92 saw 28 would-be moguls doing their best to "tump" their opponents (... and you thought Rex made atrocious puns!) I used to loathe this game, but it's now one of my favorites, and despite regular trouncings by my wife, I've decided to give it a go at AvalonCon 93; so, here's notice that there'll be at least one easy mark in th this year's event!

Fourth choice, a tile which extends from your chain like a peninsula, with three empty squares around it, maximizing the chances for future extensions.

Fifth choice, a tile in the center of your chain.

Answer #4: No. It isn't legal. C stock can only be traded for A stock.

Answer #5: The rules don't say, but, at Avalon-Con, neither money nor stock were open to inspection. [*COMPUTER ACQUIRE* plays much the same way; Ed.] Players, sitting down to play, should agree on these issues *before* play commences. Players can always count the shares remaining in the bank (it says so in the rules). If stock is not open to inspection, players should try to purchase stock in mixed lots (one *Imperial*, one *Festival*, one *Tower*) to make it more difficult for other players to keep track of your holdings.

Answer #6: The original 3M rules don't say, but the new Avalon Hill rules specify that players can turn in permanently unplayable (i.e., "illegal") tiles at the end of their turn for fresh tiles to fill out their hand.

Answer #7: Obviously, when you have no money. But there is another time, too: When other players have founded more chains and bought more stock than you. You can still win if the chains on the board are well separated so that there is a long time before mergers occur. By refraining from buying stock a turn or two, you can increase the chance that you will have money in the middle game when no one else does. Then you will be able to attack at least one chain and steal control. It's a slim chance, but sometimes it's the only chance you have.

Answer #8: Attack your right-hand opponent because you will then have a greater holding of stock in the contested chain during the turns of your other opponents, any of whom might play a tile to merge out the chain.

The choice is less important when the target chain is "safe", but it still makes some difference because other players may add hotels to the chain making the stock more expensive. Your right hand-opponent has to make the painful decision whether to buy the now-more-expensive stock before you do.

Answer #9:

Best choice. If trading your stock 2-for-1 would give you the opportunity to seize control of the controlling chain, do it, do it! But, if you need to *buy* stock as well as trading, to assure control, be sure there will be enough stock left in the bank after other players (possibly) trade in their shares, for your expected purchase.

Second-best choice. Trading 2-for-1 gives you stock with greater total value, even if it doesn't gain you control. For instance, if you had shares in 3-hotel *Tower* (\$300 per share) when it merged into 11-hotel *American* (\$700 per share), you would earn \$100 each time you trade two *Tower* shares for an *American*.

Answer #1: A high-price name, 99% of the time. Then the Founder's Bonus share is sure to be worth \$400. That's better than \$200-300 for the lower priced names. Wouldn't you feel bad if you opened the game with *Tower* and lost by \$100 at the end to a player who started *Imperial*? It could be argued that the founder should select a cheap name for the new chain so that he can more easily keep control, buying cheap shares to stay ahead of competitors, instead of expensive ones. But at the beginning, with the board nearly empty, the founder cannot know whether controlling any particular chain will be the best use of his money. Only after more chains have started will be the best buys become apparent.

1% of the time the founder will have a large number of tiles around his new chain in his hand. Then it is more obvious that keeping control of the new chain, while it enlarges, is the best strategy. In this case only, it is wisest to start a cheap chain, exactly because it is cheaper to control. Your money is going to be tied up in the chain for a long time. It won't merge out soon. You would like to have some cash left over, after ownership challenges, to invest in other chains likely to merge out sooner. Otherwise, you'll have no income in the middle game.

Answer #2A: The middle of the board. Your chain then has a maximum of directions in which it can grow. The only exception occurs in 1% of games, in which you have a large number of tiles around a possible chain in the corner. In that case only, it is better to start the corner chain, since the premise guarantees that you *don't* have many tiles in the middle of the board.

Answer #2B: Close to an opponent's chain. So doing, the chance is increased that your chain will merge into his or his will merge into yours. Either way, you are more likely to benefit than to lose.

If possible, found your chain between your opponent's chain and the middle of the board. The growth of his chain will be restricted, while your chain's potential is preserved.

If you have a choice of starting near more than one opponent, start your chain near the opponent in whose chain you have most stock. If your chain merges into his, you may be able to trade your stock for his 2-for-1, buy more shares with cash and, as a result, seize control of his chain. Alternatively if his chain merges into yours, having some of his stock to trade reduces the risk that he can pull the same ugly trick on you.

Answer #3: The best tiles to play are these:

First choice, a tile which merges another chain into yours, *provided* that no stockholder in that chain threatens to steal your chain as a result of the merger.

Second choice, a tile which joins one or more non-chain hotels to your chain.

Third choice, a tile which brings your chain closer to another chain which it might absorb, especially a tile which sets up a possible merger.

CONVENTION CALENDAR

The *GENERAL* will list any gaming convention in this column free of charge on a space-available basis, provided that we are notified at least six months in advance of the event date. Each listing must include the name, date, site and contact address for the convention. Additional information of interest to our readership, such as tournaments utilizing Avalon Hill games, is solicited and will be printed if made available. The Avalon Hill Game Company does not necessarily attend nor endorse these gatherings, nor do we guarantee that events using our titles will be held. Readers are urged to contact the listed source for further information before making plans to attend.

JUNE 25 - 27, 1993

ARCON 9, University of Oslo, Vilhelm Bjerknes' Building, NORWAY. One of the largest club-sponsored conventions in Europe, with over 1,200 members. National RPG, miniatures and boardgaming tournaments, including events in ASL, 1830, BRIT, CIV CM and DIP. For information, contact Geir Aalberg, Tel.: +47 22 56 39 45, or write: ARCON, P.O. Box 46, Blindern, N-0313 OSLO, NORWAY.

JULY 1 - 4, 1993

ORIGINS '93, Fort Worth, TX Convention Center. The National Gaming Convention, with tournaments in many Avalon Hill games. For information, write to GEMCO, P.O. Box 609, Randallstown, MD 21133.

AUGUST 5 - 8th, 1993

AVALONCON III, Hunt Valley, MD. Avalon Hill's national boardgaming championships have outgrown their old facilities and will be held this year and next at the Hunt Valley Marriott Inn. For convention information, contact Don Greenwood at The Avalon Hill Game Company, 4517 Harford Road, Baltimore, MD 21214. The Hunt Valley Marriott is offering special convention rates for this event, and can be reached by calling (410) 785-7000, or Toll-Free at (800) 228-9290.

AUGUST 6 - 8, 1993

CONTEST 9, Tulsa, OK. Miniature, Role-Playing, Computer and Board Games events, including *CIV* and *DIPLOMACY*. For more information, send SASE to CONTEST 9, P.O. Box 4357, Tulsa, OK 74159-0357.

AUGUST 19 - 22, 1993

GEN CON Game Fair '93, Milwaukee, WI. New program being started this year; monthly updates available. Planned events include a Classics Tournament, *CIRCUS MAXIMUS*, *B-17*, *TITAN*, *DIPLOMACY*, *CIVILIZATION* and others. Contact GEN CON® Convention, Attn: Sandy Kinney, P.O. Box 756, Lake Geneva, WI 53147. Tel.: (414) 248-3625.

SEPTEMBER 3 - 6, 1993

GATEWAY '93, Los Angeles Airport Hyatt Hotel, Los Angeles, CA. All types of family, strategy and adventure games; board games, RPGs, miniatures and computer gaming, flea markets, auction, exhibitors and dealers area, seminars, demonstrations and special guests. Contact STRATEGICON, P.O. Box 3849, Torrance, CA 90510-3849, or call (310) 326-9440 for immediate information.

SEPTEMBER 3 - 6, 1993

PACIFICON '93, Dunfey Hotel, San Mateo, CA. As always, the majority of all board gaming will be in Avalon Hill titles. For the last three years, this convention's premier event has been a thirty-six ship formation tournament of *B-17*. For more information, contact Charles K. Wofford, PACIFICON '93, P.O. Box 2625, Fremont, CA 94536.

SEPTEMBER 24 - 26, 1993

TACTICON '93, Sheraton Hotel of Lakewood, CO. Avalon Hill game events offered include *CIVILIZATION* and the *DIPLOMACY* "Golden Dagger" Tournament. For more information, contact the Denver Gamers Association, P.O. Box 440058, Aurora, CO 80044, or call (303) 665-7062.

SEPTEMBER 25 & 26, 1993

EMPEROR'S BIRTHDAY CONVENTION, Century Center, South Bend, IN. Miniatures, role-playing and boardgame events. For more information, contact R. Hagerty, 227 North 2nd Street, Apt. G, Elkhart, IN 46516. Tel.: (219) 293-4398.

OCTOBER 14-16, 1993

AHIKS EUROPE AUTUMN CON, Bull Hotel, Gerrards Cross. An *UP FRONT* tournament and many multi-player games. Contact: Murray Cowles, 6 Chafford Gardens, West Horndon, Brentwood, Essex, ENGLAND CM13 3NJ. Tel.: 0277 811540; FAX: 0277 810003.

OCTOBER 16-17, 1993

TACTICON '93, Holiday Inn, Norwalk, CT. *ACQUIRE*, *CIVIL WAR*, *ADVANCED CIVILIZATION* and more. Contact: The Gaming Guild, Inc., c/o Jim Wiley, 100 Hoyt Street, 2C, Stamford, CT 06905. Tel.: (203) 969-2396.

OCTOBER 29 - 31, 1993

U•CON, University of Michigan, Ann Arbor, MI. A mix of boardgames and miniatures games including *ASL*, *DIPLOMACY*, *UP FRONT*, and *NAPOLEON'S BATTLES*. Contact: U•CON '93, P.O. Box 4491, Ann Arbor, MI 48106-4491.

NOVEMBER 6, 1993

LAGACON 16, Lebanon, PA. To be held at the Fraternal Order of Eagles. Featured events include *ADVANCED CIVILIZATION* and *ASL*. Contact the Lebanon Area Gamers Association, 806 Cumberland Street, Lebanon, PA 17042, or call (717) 274-8706, from 5pm to 9pm weeknights or 12 noon to 9pm Saturdays.

NOVEMBER 13 - 14, 1993

PENTACON IX, Grand Wayne Center, Downtown Fort Wayne, IN. Roleplaying, miniatures and strategic boardgaming, including *CIV*, *KREMLIN*, *KINGMAKER* and *B-17*. Contact Steve & Linda Smith, 836 Himes, Huntington, IN 46750, (219) 356-4209.



SCENARIO BRIEFING

Player's Notes for ASL

By Mark C. Nixon

DASL Scenario A2 Last Act in Lorraine

Rating: 55% German

Attraction: The appearance of thirteen Sherman tanks upon a single field of battle might say it all. But there are also guns aplenty on the German side, promising enough action on the 12 column of the IFT all around that it might be surprising to reach scenario end with any infantry left on either side.

Clarification: Before going anywhere with this otherwise excellent scenario, I want to clarify how I interpret a few hazy matters. First is the odd Victory Condition count of buildings which apply. Since SSR #1 eliminates second-level Locations and owners of the *ASL Annual '90* found errata therein which claimed there were eleven two-story buildings on boards b and d, I begin by being totally confused. I count 14 two-story buildings... but one is Blazing, two are Rowhouses and bK3 is a single-hex Multi-Story building which suddenly has no Level 2 (so is it a Two-Story House?). And where are the stairwells in these structures? I can't guarantee perfect answers, but here's how we play it: The burning building and the Rowhouses don't count, bK3 is a single-hex Two-Story House, and there are stairwells in every hex of these buildings (including the Rowhouses).

Next, if you follow the rulebook when placing that SSR #3 Smoke FFE, you will have to flip it over to the "Dispersed" side at the start of the US Turn #1 Prep Fire. I suggest you not do this, as the intention is for that Smoke to hang around for two turns. Don't try to use WP either, for this is clearly Smoke, not SMOKE. Otherwise, everything seems in order; but players should be sure to remember these are hedges, not bocage, and watch all that converted orchard and drifting SMOKE. Above all, make sure it is the *Deluxe*

version of this scenario you play, as the original standard version is an American cakewalk, and a poor attempt in comparison to this fine encounter.

German Advantages: OBA; PFs; Mk Vs; Stone Buildings

As is often the case with OBA, I have to rate this 80mm capability as potentially the best weapon in the German arsenal. But that's a big "potentially", as we are all familiar enough now with the mechanics to understand that the problems with OBA can easily reduce its effect to "meaningless" — which, I want to add, is actually a very fortunate thing indeed (certainly one of the most perceptive decisions made by the designers of the game) as this allows the heavy artillery to occasionally get into the game but almost always prevents it dominating the play to such a point that all else amounts to naught. So the FFE might pound a US position or two, but won't win the game for the Germans alone. Panzerfausts will surely take out a couple enemy tanks here; there are so many driving around it would be difficult to miss! The two Panthers backed up by the JgPzs will also give the Sherman swarm plenty to think about, and at least draw off much attention which otherwise would have been thrown (in the form of 75mm and 76mm HE) at the German infantry, who can at least enjoy the comfort of stone buildings to ride out the storm.

German Disadvantages: Infantry Quality; Game Length

Apparently all the best infantry have been withheld in preparation for "Der Führer's Folly" later in the month. These poor excuses for soldiers won't even handle SWs properly, which ties the few 4-4-7s to the MGs. But this is not the weakest feature of the 4-3-6s — nor is it their range, FP, ITC PAATC, two-column cower or even their "6" morale in an encounter which

finds them in stone buildings facing enemy troops with but "6" morale themselves. No, the big problem occurs only after they break and, if fortunate enough to not fail ELR so they can rout to a leader, attempt to rally. Trying to rally units with a broken-side morale of "5" fast enough to keep pace with broken enemy troops who rally on an "8" does present a bit of a dilemma. None of which would matter much were the game a mere six or seven turns long. Expecting these guys to stick around for ten turns is asking a lot, and it is fortunate there are some of those elite crews in the area with big guns able to bolster your otherwise feeble ranks.

German Defense:

I must expect the front line to be smoked, so nothing important should actually be placed there. However, I don't want to give away the southern buildings, so will assign conscripts to the southern-most line. If the smoke lands perfectly for the US and enemy tanks drive up adjacent and unload squads on Turn #1, I will not wait for CC (the enemy may even still be concealed with the right smoke placement, and my boys are Lax) but will voluntarily break such squads and rout away. In this case the lack of woods is a benefit, for I want to rout to the buildings where my leaders are anyway. This frontline screen will not stop the enemy, and is not expected to, but will draw their infantry into these southern buildings where I hope some of my boresighted locations might do me some good. I have boresighted to target infantry, since that is the American player's weak link. Enough dead squads on the American side and the issue of controlling buildings will be settled in my favor. After all, I will usually be able to hit those enemy AFVs easy enough at these close ranges, so boresighting for the tanks wouldn't gain as much.

I would really rather find a spot more to the rear for my radio operator, but there aren't any which offer much of a view. Also, I expect to

eventually need the 7-0 to help with rallying, and his position at bF1 seems as secure as I can make it while also affording the option of an easy move to either flank or to the rear. He should get a few turns to bring in an FFE, and that's about the best I could hope for initially.

I am using the Panthers and the 75mm ATG to nail down both roads and provide a solid block in the center. The JgPzs hold in the east, but will probably be moved before long since they present a real stranglehold on any US attempt to bypass bC5/4. Worst case for the American would be to try to bypass through this hex, get nailed there, and so block future attempts with a wreck. Of course the wreck could be pushed out of the way by another tank (even at the end of the MPH it became a wreck), but notice that the pushing vehicle could not be in bypass along hexside bC5/4 (D2.31) but would have to push from either the building itself, or hexside bC5/3 or bC5/5. Though not explicit in the rules (all bypass hexsides in a hex are in the same Location), I think common sense rules that a vehicle in bC5/6 would not be able to push the wreck. However, I expect the US to avoid this block and aim for the west and center anyway, in which case the JgPz in bF6 will move towards the battle while the other one strives to retain its hold on bC2 and bD3 as long as my infantry can benefit from the effort.

My extreme west flank will be tested by infantry moving through the gully, but the surprise package for them consists of the AA Gun in hex dI1, which can hit the dH1 gully (boresighted) with a 12(-4) shot and 33% chance of ROF to boot, which will come in handy immediately for throwing at infantry broken by my initial shot who spent two MF to enter the hex. I might have considered setting up this weapon in the gully itself in dH1 since I could be seen only from dG1 and dF0 on the south (and even a wind change to swing the drifting smoke from dG2 my way wouldn't affect me at Level -1), but I would be weak against any tank attack. From dI1 I will have targets in dF4 and dF5 once the enemy decides to stay away from this gun.

I have placed the other two AA guns in the center to lend close support to my squads in their best terrain. These guns will probably be overwhelmed, but I want to utilize their point-blank fire in conjunction with the 2-ROF to try to jam the US center. The conservative approach would have been to position them further to the rear, but I anticipate needing their FP up close quickly in this one, and wouldn't really expect much real help from any 6(+2) or 6(+3) shots they might fire at enemy squads in buildings.

The backbone of my defense, the "killer" weapon which will pull me through the encounter even if the OBA fails me, is the Mk V tanks. My crews sitting in these vehicles are not afraid of bazookas (hah!), 75mm Guns (hah!), 105mm (hah!) or 76L (hah!). The usual assortment of Sherman tactics are not much to worry about either, since the wood and stone buildings lend +2 and +3 TEM to turn back massive doses

of Area Fire shots and Deliberate Immobilization shots as well (hah, hah!). Sorry GIs, such TEM means the Panther will usually survive — the one in the stone building can't even be hurt on an Area shot without a CH which would have done even more on the Vehicle Target in the first place, and the one in the wood building would require an "eyes" on the IFT to score an Im/Sh. But never fear, for there are still dangers aplenty for these beasts — such as side and rear hits (shudder!), SMOKE followed by infantry CC, and even the US swarming on past in force (which they can actually do in this one with thirteen Shermans to flaunt). These tactics will be covered in the US section below, but the point is he fields thirteen "throw-away" tanks which can be cashiered for victory.

I don't totally discount the alternative set-up of placing the HMG and MMG in hexes bB4/1st and dB3/1st to boresight hD3 and hH2 (the former with a "+1" due to the out-of-season orchard in bA4), or even boresighting hL2 from dH3. Indeed, if you manage to catch your opponent carting riders through these locations, he might pay a fearful price and would, at least, no doubt feel obliged to unload his remaining riders rather than run through the residual fire, or else take a more circuitous route, in either case slowing his attack. But once you've placed a stack of two or more units under concealment in these locations, the US player will suspect them (maybe using conscript HS as a decoy would work) and avoid these "kill" spots. And, no doubt, the US smoke bombardment will be targeting this edge of my town, and more often than not will render such locations impotent. So you might toy with the tactic, but be ready to fall back when the GI storm hits town. Remember the C6.44 restriction of "First Fire only" use of boresighting for your MG/IFE non-ordnance applies only versus Infantry, not versus PRC. So you can hit PRC with the boresight DRM in any fire phase, should the GIs offer such a target.

American Advantages: SMOKE, Firepower; Gyrostabilizers; 13 Tanks

Not only do you get two Smoke FFEs to kick-off the festivities, but your tanks have plenty of SMOKE capability themselves and, of course, eight US squads bring a healthy supply of their own with them. So there is ample screening potential, and what it ushers into town is a robust 64% of the firepower in this scenario, mostly carried in the weapons of those Sherman tanks who alone out-slug the entire German contingent 3:2 in raw firepower. But much of this confrontation will be an armored struggle in the streets, and for that the tankers have Gyrostabilizers and those "very fast" turreted M4A3(75)Ws (ROF white background; Vehicle Note R) as well as possible APCR for the M4A1(76)Ws. More detail on these weapons later, as well as on the general strengths and some ideas on what to actually do with thirteen tanks in an area "smaller" than half a standard ASL board.

American Disadvantages: Infantry Quantity

For a scenario which requires the attacker to Control buildings, the American seems to have come to town with the wrong mix of forces. Fortunately, I don't even have to become embroiled in the touchy subject of *exactly* how Building Control is supposed to work; for no matter how it is sliced, meeting the VC with only eight squads in play will be tough for the US player. Preservation of infantry is the operational word; I can trade tanks for German squads and win, but cannot afford to lose my own squads at any cost. Enough of them will be lost due to matters beyond my own control that losing additional infantry due to foolish moves and excessive risk taking would result in defeat, almost certainly.

American Attack:

While you set up, make sure those two blazes are placed in dF2 and dG2 with drifting smoke out to dC1 and dD0. Also remember to designate six AFVs with Gyrostabilizers. I have a bit of a problem with the wording of SSR #4 which allows the M4A3(105) to be designated as having a Stabilized Gun (SSRs take precedence over the rules), but in this case I believe it is proper to view the SSR as poorly worded and *not* allow the 105mm gun to be stabilized, since the vehicle historically would not have the Gyro (per the Vehicle counter and Notes). Choosing between the other two tank types presents some interesting decision-making and, thankfully, there is justification for selecting either alone or a mixture of both. The M4A3(75)W has the lowly 75mm gun with a mere "14" TK#. But its 15 MPs will get around for those side and rear shots easier and its special ROF offering multiple hits might make the difference between a hull hit and a turret hit against one of those Panthers with its turret facing the Sherman across a side-hull AF; an initial turret hit would probably bounce but luck on the second hit might land a round on the hull and nail the enemy AFV. Likewise, the ability to hit infantry targets with multiple hits on the 12 column would be a big boost. By comparison, the M4A1(76)W is slower and lacks the multiple-hit potential, but does wield a "17" TK# which nearly guarantees a kill on a Panther side/rear hit, and also an APCR "22" TK#, which becomes a "25" TK# at a range of 0-1 hexes! Now we are dealing with something which might take out that Panther head-on, although the meager availability of "4" precludes any early celebration over this matter, and is not really enough on its own to justify what it probably would cost to drive up adjacent to the Panther in the first place (sacrifice of one or more tanks to draw its fire) in order to try some point-blank APCR shots.

So while it is true the Gyros, multiple hits, APCR and Gun Duel capabilities (Vehicle Note R) of the Shermans can be worked to advantage, the key word is "work" — as that is exactly what it will take to translate such esoteric aspects of these tanks into successful tactics on the battlefield. More often, it will be the straightforward might of thirteen tanks flooding enemy positions one or two at a time with, perhaps, a few choice



rounds of SMOKE tossed in for cover, which cracks open the defense. With the right amount of SMOKE covering your approach against an enemy AFV you have managed to stun/shock, even your infantry might be able to get in for CC without fear of the dread sN7. And should the enemy tankers ever be caught CE with your infantry in close, remember they would not be able to use the sN7 in CC, and so are actually weaker for their CE status.

This attack could step a bit closer to "perfect" if only the smoke FFE landed prior to US set-up. As it is, the initial commitment must already be made, and unless the Germans have placed units in Level-1 locations which could interdict the road if the FFEs fared poorly, there is no reason at all to not use the road. Frankly, I like the odds for the smoke to land close to where I want it and so would line up heavily on the road anyway. The target hexes for my smoke FFE are dB3 and bB3. Potential confusion strikes again, as SSR3 says, "Roll normally for Accuracy" but with no radio onboard does this mean to roll as though it is an Offboard Observer (dr of "1")? My interpretation again, is to consider "normally" as the standard US dr of "2" or less. Both FFE will be accurate 11% of games therefore, neither accurate 44%, and only one accurate another 44% of the time. Fortunately the extent of error is halved, and even when the FFE lands a bit off the mark it will almost always still be in a useful spot (unlike gun-fired SMOKE which fails to appear onboard at all on a "miss", a pet peeve of mine I won't belabor here). To illustrate this US attack, my FFEs have landed at dD4 and bB2, and two seven-hex clusters of smoke now guard the southern edge of town for me.

I have the dm MMGs with the 6-6-7s, bazookas with two 3-4-6s and a 6-6-6, leaders riding with other 6-6-6s, all tanks CE, four M4A1(76)W tanks leading the way with no riders but with the 9-1 armor leader and all ganged-up around the hA3 road entry hex. I won't string all thirteen vehicles along the offboard road, for tanks can set-up adjacent to the offboard road, move onto it, and then proceed at the road movement rate and save several MPs in the process. All but two of my riders are on tanks with 15 MPs (which will come in handy when these must move forward and unload). The faster tanks can use ten MPs before stopping and unloading, whereas 13-MP tanks could only use eight (barring ESB). Remember, CE offboard moving tanks use the road movement rate (0.5 MP per road hex) when moving along the road, and if a tank with a rider enters one of those orchard hexes across a non-road hexside the rider must bail out (D6.21). This, in fact, limits the rider-laden tanks to a mere four-hex choke zone at hD3 (along the road), hD4, fK3 and fK1. But, again, the FFE smoke normally precludes this becoming an American difficulty the enemy might exploit.

Those four riderless tanks in the lead charge to the edge of town where they will stop, try their sM8 to smoke-in concealed enemy at dB1 and

dB3, then start back up and move off the road for what follows. If it takes more than four tries to smoke things up, then that's what the Germans will be dealt. By the end of Turn #1, the area around the juncture of boards d and h will be a real traffic jam of Sherman tanks (similar to the illustration, which depicts the end of the first US MPH). The tanks are all CE, there will soon be drifting smoke all over the place, the three bazookas are in the rear just in case the enemy wants to move on me there, and enough 6-6-6s are up front to fend off any sort of CC attack the Germans might wish to try in their turn. The amount of smoke precludes anything else working. Thirteen Shermans are poised to burst into town on Turn #2. Even the odd sight of as many as three tanks in a hex does not risk much thanks to the smoke; any squad willing to take the backblast to try a shot will break itself much more often than it will hit, and if it doesn't take the backblast it may as well not bother shooting, for the penalty for overstacking (A5.132) is not severe enough to warrant losing concealment for such a shot.

There is no need to rush things. If the smoke FFE or the sM8 don't provide adequate cover, the whole attack could easily be backed off a few hexes to the south. No need to spin TCA or deliberately run through orchards to knock riders off the tanks fast. Any time saved by such expedient tactics in this situation will not help since the time limit is not really a problem. All that would be accomplished would be the breaking of a squad or so to compound the big problem your GIs do have, that of the number of squads available. This liability is the reason I chose to unload everyone in one spot for mutual support. The way a typical ASL attack runs, there are usually about a third of the assaulting squads actually fighting, another third broken and trying to rally, and the final third either newly rallied and moving to catch-up to the battle or performing other tasks such as guarding against counterattacks, gaining concealment, reducing bypassed resistance and so on. With only eight squads operating against Singling, this doesn't leave enough for a two-pronged attack; so it will be one consolidated push using the -1 leaders up front and the 7-0 in the rear to rally folk. Once Turn #2 comes, the tanks won't be shy but will seek out the German squads head-on (with the infantry intermixed). Given a choice between risking a tank or a squad to take out an enemy position, I will risk the tank. If I trade tanks for squads, I will win easily as my own infantry control all the buildings.

Conclusion:

The smoke barrage hits and the American armor crashes into town. Leaping from their tanks, the armored infantry swiftly gain cover in the stone buildings of Singling to flush the enemy into the streets. The big guns on both sides rule the day, however, as foot soldiers of both nationalities struggle to avoid death in those duels.

TOUCHING BASES

Just a quick note to say thanks for all the kind letters of support regarding the new looks being experimented with here at *The GENERAL*. A lot of you have mentioned "bigger type"—'afraid I don't know what to say, folks; it's really and truly the same size as it's been for years.

The box which lists all "Available Back Issues" of *The GENERAL* will be published every other issue, and/or as space allows. An updated list will continue to be available from our Parts Department; you can call them Toll-Free at 1 (800) 999-3222 for details.

It's been years since the abbreviated titles of our game line were updated, and it certainly is about time. To keep things simple and, hopefully, avoid confusion whenever possible, the abbreviations for all of our games will be standardized to match those used in the brochures and flyers for *AvalonCon*.

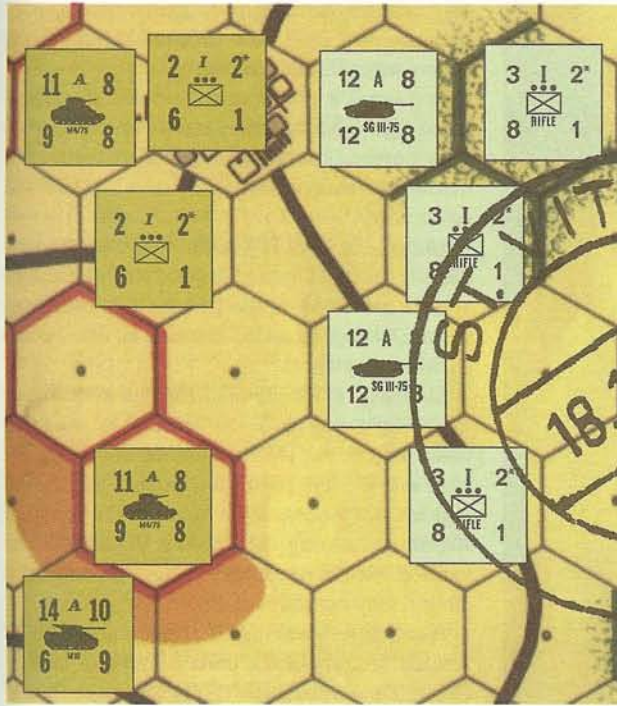
Hereafter, all games listed for the Opponents Wanted and Back Issues of *The GENERAL* will be designated by a simple three-character code. In the case of multiple-edition games (i.e., *BATTLE OF THE BULGE*), a year of publication will be tacked on, but those of you soliciting opponents should take note: If you want to get into a PBM game of the '81 Edition of *BATTLE OF THE BULGE*, be sure to mark it so, as we will default all listings of multiple-edition games to the most recent release, whether a formal PBM system exists for it or not. For a while we will edit Opponents Wanted submissions to conform them to the new standard, but the sooner the new abbreviations are being used, the better.

The completely revised listing for all of our Avalon Hill, Leisure Time, Victory Games and Sports Line titles will appear next issue, along with the "Available Back Issues" listing.

And for all of you wondering where you can get the variant counters featured in the last couple of issues, wonder no more: Your faithful narrator is putting together a double-sized Variant Countersheet (we didn't have one for Volume 27, so I'll try to convince the Powers-That-Be to let me kill two birds with one stone). As usual, subscribers will get it for free, non-subscribers can order it through the Parts Department for a not-so-nominal fee, likely in excess of a year's subscription to the magazine.

So why don't you subscribe?





A Complete PBM System for PANZER LEADER

By Ray Freeman and Al Thomas

According to Peter Kiczek's article: "The Ratings Game" in Volume 20, Number 3 of the *GENERAL*, *PANZER LEADER* is the fourth most popular Avalon Hill game in the Opponents Wanted Surveys appearing in each issue of the magazine. This is representative of the game's standing in the three Opponents Wanted surveys published in earlier issues of the *GENERAL*. *PL* ranked third on the all-time AH best sellers list for the same period. Finally, Geoff Flett's summary of the first 50 of the "So That's What You've Been Playing" surveys, published in Vol. 26, No. 4, placed *PL* 12th on the list. Obviously there are a lot of *PANZER LEADER* players out there, and a large number of these play their *PL* by mail. Unfortunately, the only standardized PBM system for this great game has been the one proposed by Richard E. Foos and Charles R. Woodfall in the article "PBM—The Hard Way", published in Vol. 12, No. 4 of the *GENERAL*, an issue so ancient that it can no longer be considered to be in general circulation within the hobby. With all due respect to these authors for their fine pioneering work, their system is a bit vague on some topics and, because it is based on one mailing per player turn, results in distortions of play which make the PBM game a significantly different experience from the FTF version. That was sixteen years ago. We'd like to introduce you to the 1993 model.

STRUCTURAL OVERVIEW

A basic problem of *PANZER LEADER* by mail is that the Phasing Player needs a minimum of two operations mailings each turn to make the game similar to a face to face contest. By using two mailings, the Phasing Player is able to observe the results of his fire prior to deciding on movement. This is much more like the FTF game, and removes a significant handicap previously placed on the Phasing Player in PBM. It is

especially difficult to coordinate local counterattacks against superior numbers when using only one mailing per player turn. How many times have you felt tactically frustrated in your PBM games by not knowing what was happening until your turn was over?

Finally, if using the Opportunity Fire or Anti-Aircraft rules, a single Non-Phasing Player mailing is also needed for each player turn. Six mailings per game turn? Yes, it does slow the game down, but the results are well worth it. Players will find that some turns can readily be played with less than six mailings. This breaking down of each player's turn into 3 distinct segments is probably our most significant contribution to this PBM system.

We have made some modifications to speed up play over a typical PBM situation by specifically stating which player's stock results take precedence at each point in the turn. Because the Phasing Player resolves the actions listed in his first operations sheet mailing (his printed stock results are official for this part of the turn; see Special PBM Rules, Section XVIII.B.), his second mailing can be gotten out within three or four days of the first mailing. Further, the addition of an Opportunity Fire/Anti-Aircraft mailing should add no more than two or three days to each player turn, and can usually be handled on a postcard. For fast players this requires about three weeks per game turn. Presumably we all play *PANZER LEADER* because we enjoy it. So look at it this way: Using this system allows you to enjoy your games a little longer but without having them drag on interminably.

We have separated our PBM rules system into four major parts: PBM SEQUENCE, INDIRECT FIRE, SPECIAL PBM RULES, and PARALANDING RULES. The PBM Sequence tells you what to do and when to do it. The other sec-

tions tell you how. To readily identify what specific activities the PBM rule applies to, the activities are often listed in capital letters.

THE PBM SEQUENCE

This particular sequence of play draws heavily on Section XIII. (Summary of Turn Sequence) in the game rulebook, plus an exhaustive examination of the body of the rules proper. This is our second significant contribution to the play of this game by mail. The Phasing Player now has an arranged program for performing all possible functions during a turn. Admittedly, in some instances, there are adjacent functions that could be interpolated, but for all practical purposes these are meaningless. Players may wish to refer to this sequence of play in their FTF games as well. It is as accurate (we think) as one can possibly produce. If the sequence appears formidable at first glance, bear in mind that in most of the standard situations a good many of the steps will not be used. For example, five of the first 23 steps are used only for the Normandy invasions scenarios, two more apply to aircraft only, and a further six steps deal with fairly esoteric actions such as Stream Entry and bridge demolition.

The PBM Sequence is divided into three parts, each corresponding to the timing of the three mailings necessary for the completion of one player turn. Note that die roll resolution of all actions listed in the first mailing is needed prior to the movement of any unit, which is why we placed the first mailing where we did in the PBM sequence of play. And again, in order to use Anti-Aircraft or Opportunity Fire, the Non-Phasing Player must have information about the activities of enemy units which occur during the second mailing. However, the Non-Phasing Player should not know the results of die rolls by the Phasing Player resulting from his second mailing activities prior to ordering any opportu-

PANZER LEADER PBM SEQUENCE

The Phasing Player lists his operations in the order given below and numbers each accordingly. Unit identification and location data, odds, and stocks (if used) should be listed for each sub-operation as appropriate.

1. INDIRECT FIRE for the next turn. (For the next two turns if using Naval Support Fire.) See the Indirect Fire Section for instructions.
2. INDIRECT FIRE for this turn. (Targeted last turn.)
3. DIRECT FIRE.
4. DD TANK SURVIVAL. See the Amphibious Landings PBM Rules.
5. STREAM ENTRY attempts.
6. A CTD (Closing Transaction Date) for steps 2 through 5.

The Phasing Player signs his opponent's sealed envelope(s) and sends it (them) along with his sealed envelope(s) and Operations Sheet to the Non-phasing Player. The results of Steps C through F from the previous turn are also sent, along with the proper stock clipping.

Once the CTD listed under Step 6 passes, the Phasing Player resolves Steps 2 through 5 in numerical order. The Phasing Player proceeds to Step 7.

7. RESULTS of Steps 2 through 5 in numerical order.
8. AIRCRAFT MOVEMENT and PARA LANDINGS.
9. AIR ATTACKS.
10. MINE CLEARANCE and BLOCK REMOVAL by engineers.
11. MOVEMENT OF VEHICLES ON LAND. See Special PBM Rules.
12. OVERRUN ATTACKS.
13. FLAIL and BRIDGELAYER operations.
14. MOVEMENT OF NON-VEHICLES ON LAND.
15. Units attempting INFANTRY QUICK TIME movement.
16. BRIDGE DEMOLITION and BLOCK CREATION operations.
17. MOVEMENT OF DISPERSED UNITS AT SEA.
18. MOVEMENT OF VEHICLES AT SEA. (May make overrun attacks)
19. MOVEMENT OF NON-VEHICLES AT SEA.
20. CLOSE ASSAULTS.
21. MINEFIELD ATTACKS which will result from your movement.
22. UNITS THAT DO NOT MOVE, or the final positions of all of your units.
23. PLACEMENT HEXES for the next wave of INVADING UNITS. See the Amphibious Landings PBM Rules.

Send the above information to the Non-phasing Player. No CTD is sent. The stock clipping used to resolve Steps 2 through 5 is also sent.

After receiving the Phasing Player's Operations Sheet for Steps 7 through 23, the Non-phasing Player performs the following actions in the sequence given below.

- A. Adjust units as per the results of Step 7.
- B. Execute Steps 8, 10, 11, 13, 14, 17, 18 and 19, in that order.
- C. List ANTI-AIRCRAFT and OPPORTUNITY FIRE ATTACKS. List a CTD. Mail this information to the Phasing Player.
- D. Using the CTD picked in Step C, resolve AA ATTACKS, then Step 9, then 12 and OPPORTUNITY FIRE, then 16. See Special PBM Rules.
- E. Make adjustments to unit positions resulting from the outcome of actions in Steps B through D. See Special PBM Rules.
- F. Execute INFANTRY QUICK-TIME (IQT) dispersals.
- G. Resolve Step 20, then 21.
- H. All inverted units belonging to the Phasing Player are flipped over, except those units dispersed by Minefield Attacks during the current player turn. Execute Step 23.

The Non-phasing Player now becomes the Phasing Player and proceeds to Step 1. In addition, on his first mailing Operations Sheet as the Phasing Player, he must note any adjustments to unit positions or status resulting from Steps D through G.

nity or Anti-Aircraft fire. That was all pretty obvious. We shall now proceed to muddy the waters with a bit of "chrome".

In general it is best to write down all applicable details of a function one is performing on your current operations sheet, but there are a number of exceptions; some of which we will cover now.

Under step 4. (DD TANK SURVIVAL), only the DD unit's I.D. numbers and a stock for each vehicle are listed on the first mailing operations sheet. DD unit location, destination, etc. are listed under step 18.

Similarly, the location of the hex to be moved to during a Stream Entry attempt is not listed under step 5, but is instead noted under step 14. Note that if a unit passes its Stream Entry die roll it does not necessarily have to move into a stream hex during the Phasing Player's second mailing. Of course, units failing a Stream Entry die roll may not move at all.

Practically speaking, it is only necessary to actually list stocks for units attempting Infantry Quick Time movement (IQT) when the "charging units" are to be used in a CAT attack that turn. This is because the units will automatically get to the destination hex; the IQT die roll is merely to determine whether or not they become disrupted while doing so. Note that you won't be sure of the odds of such a CAT attack until after your movement is completed. This adds a nice element of doubt (or luck, depending on your attitude) to charges across 500 meters of "clear" terrain. In compensation, the Non-Phasing Player won't know which infantry will fail its IQT die roll until after he has ordered his own Opportunity Fire.

Steps 7 through 23 are arranged in their "legal" order of execution. Remember that units move one at a time (movement of units is split into "on land" and "at sea") and all vehicles must move before any non-vehicular movement takes place. Don't believe us? Check out *PL* Rule XIII.A.3. Loading and unloading of passengers is considered to be *vehicular movement*. Stacking limits are in effect at all times, so one has to be careful with the sequence of individual unit movement. This adds quite a bit to the difficulty of coordinating movement through congested areas (just like in FTF play) and also introduces a degree of uncertainty to possible movement routes due to the vagaries of Opportunity Fire. (More on this last item later.)

The norm in PBM is that everything is moving at once, thus for all practical purposes, stacking limits for any moving unit don't apply during the movement phase. This is obviously not the way it is in FTF games of *PANZER LEADER*. We feel that our approach is more in the spirit of the game. Step 22 can be considered optional when both players have the luxury of being able to keep the game set up. It's a good idea to include this step every few turns anyway, just so the players can check to see if there are any discrepancies. There is also the danger posed by curious

cats, children, friends, etc. We're sure many of you can attest to that!

The final section of the PBM Sequence (A through H) details the execution and resolution of operations performed in steps 8 through 23, as well as Opportunity Fire (hereafter frequently referred to as "Op-Fire") and Anti-Aircraft (AA) attacks. Note that Overruns and Op-Fire are resolved semi-simultaneously (step D). A classically convoluted example covering the proper resolution of step D is provided later in our explanation of section XV.B. 10. Now, as the Non-Phasing Player's newspaper is used to resolve steps 8 through 23 and steps D and G, he can begin working up his fire and other orders for the next turn immediately after the CTD passes without having to worry about a misprinted stock messing up his plans.

Hopefully, all of this (with the exceptions of steps D and E) has been clear to the reader. Those items will be explained in considerable detail later. To further help the reader to visualize our intentions, example operations sheets are included at the end of this article.

INDIRECT FIRE SECTION

Here we have tried to nail down all of the details associated with Indirect Fire. The foundation of this section was the previously mentioned

article by Messrs. Foos and Woodfall. For the most part about all we've done is organize their ideas into a programmed format. Our only significant addition is V.D (a quirk in the rules, not a social disease). If you believe that the wording of the last sentence under VIII. is too strong, you can always attempt to work out an alternative method with your opponents. This whole section seems pretty self-explanatory to us, so we won't dwell on it any longer. At the first reading, our Indirect Fire rules for PBM may seem even more formidable than the PBM Sequence of Play. Trust us, you'll breeze right through when you try them in an actual game.

SPECIAL RULES SECTION

This section addresses some of the finer points of *PANZER LEADER* by mail, and is where things can get complicated. The rules listed as optional are primarily original attempts to speed up play by providing a method for resolving illegal actions. Players choosing to use these error resolution rules will find that they won't have to return ambiguous or error-filled operations sheets to their opponents for a rewrite. Let's face it, errors happen a lot during the course of a game. They often slip by unnoticed in FTF play, but are much more likely to be caught in a PBM game. So, much time can be lost. Our feeling is

that a PBM game is much more readily subject to close scrutiny and thought than is FTF play. Therefore it is perhaps justifiable to penalize sloppy players rather than make their opponents find the errors, notify their opponent, and wait for a corrected move. That penalizes the conscientious player. There will probably be a lot of you that will scream bloody murder about our error resolution rules. Fine. You don't have to use them. However, we would remind you that *PANZER LEADER* is a *wargame*; a simulation of war. And war is the most unforgiving business of all. If a commander makes a careless mistake in actual combat, there are serious consequences. Why shouldn't the same apply in a wargame? Again, both players should agree on this issue before beginning play.

The rule numbering system we have used in this section is an attempt to key our Special PBM Rules into the FTF rulebook. We shall now provide a point-by-point explanatory tour of this section of our rules.

V.B.3 is clear enough to not require further elaboration.

V.B.4.a places the onus of proving that his movement is 100% legal squarely on the shoulders of the Phasing Player. If you try to move through a hex already stacked to the limit or

PBM RULES FOR INDIRECT FIRE

This system for Indirect Fire is essentially the same as that proposed by Richard Foos and Charles Woodfall in Vol. 12, No. 4 of the *GENERAL*. As an example, Indirect Fire activities for a game turn follow. Assume it is now turn 2 for Player A.

I.A. Player A lists his Indirect Fire for turn 3 on a sheet of paper. Necessary information includes: Situation number, his side (Allied or German), turn that the fire is targeted (turn 2 in this case), turn the fire is to arrive (turn 3), firing unit hex(es), firing unit(s) I.D., spotting unit hex(es), spotting Unit(s) I.D., target hex, number of attack factors firing, and whether smoke is being fired.

I.B. After making a copy of the above, Player A seals the I.F. orders into a coin envelope (available at office supply stores). The turn fire was ordered (2) and the turn to be fired (3) is listed on the outside of the envelope along with A's side. Finally, A signs his name on the outside of the envelope.

II. Player A lists his Indirect Fire for turn 2 on his Operations Sheet. All particulars listed inside the envelope prepared during his step 1 of turn 1 should be listed on his Operations Sheet for turn 2. In addition, odds should be computed for each unit in the target hex, and listed along with those units. List target units in numerical order by I.D. numbers (low to high). List a stock for each unit in the target hex. If A does not wish to use I.F. on turn 2, he writes NONE for step 2, and writes VOID on the outside of his I.F. envelope from turn 1.

III. Player A sends his Operations Sheet, his sealed envelopes from his turns 1 and 2, and his opponent's sealed envelope from turn 1 to Player B.

IV. Upon receiving Player A's Operations Sheet for turn 2, Player B notes whether or not A has listed an I.F. attack under step 2. If not, B must return A's envelope from turn 1 UNOPENED. If A has ordered I.F., B opens A's turn 1 envelope and checks its contents against step 2 on A's Operations Sheet. If there is a discrepancy sufficient to make the I.F. illegal, then the I.F. is voided, and the firing units listed inside the envelope may not use Direct Fire nor move. In this case, B should immediately notify A that his fire is void. Separate I.F. shots listed are considered to be mutually exclusive.

V.B. If spotters have moved and lost their LOS to the unit being spotted, or have been dispersed or killed, that I.F. may scatter.

V.B. If the Phasing Player realizes that his spotters are no longer functional, he should list a stock to apply to the scatter chart, one for application to the scatter diagram, and up to four additional stocks to cover all possible attacks resulting from I.F. scatter. The last group of stocks should be numbered. The lowest numbered stock is used to resolve fire against the lowest unit I.D. number in the attacked hex, etc.

V.C. In the event that the Phasing Player does not realize that his spotters are not functional, an EMERGENCY STOCK LIST (see

XVIII of the Special PBM Rules) is used to resolve the I.F. The first stock listed is applied to the scatter chart. If the fire is scattered, the second stock is applied to the scatter diagram. If the fire hits any occupied hex, subsequent stocks are applied to each unit in the impact hex for determining results. Stocks should be skipped over ONLY if no sales are listed. I.F. attacks are resolved by target unit I.D. numbers, lowest first.

V.D. Note that in some situations, "North" may not be perpendicular to a hexside as shown in the scatter diagram. In this case, treat the adjacent hex that is CLOCKWISE from due North as scatter hex Number 1.

VI. If everything is legal, A will resolve his I.F. and mail the results to B along with the second part of his turn 2.

VII. Player B's turn is executed in the same manner.

VIII. Should Player A void his own fire, he must return his UNOPENED I.F. envelope for that turn to B within 3 turns. B may then open the envelope in order to make sure that A did not use the unit(s) listed inside for any other type of attack during the turn for which the fire was voided. If this happens, A immediately forfeits the game.

IX. Players should sign their names on the outside of their envelopes after sealing them, and on their opponent's envelopes upon receiving them.

SPECIAL RULES FOR PBM

All official (AH) rules through section XIV are in effect except where they have been specifically modified for PBM play. Rule changes and clarifications (official only) have also been printed in The *GENERAL*. Both players should be familiar with all of these. PBM rules are (as close as possible) keyed to specific sections in the game rule booklet. Some rules are listed as optional because they contradict published rules for A.R.E.A. PBM play (V.B.3 is an example), or involve an actual change to the game rules (VIII.D.1 and VIII.D.3).

V. MOVEMENT

(Opt.) B.3 If a unit is ordered to perform two functions in contradiction to the rules, the first legal action listed on the Operations Sheet takes precedence. Example: A unit FIRES, then is ordered to MOVE. The unit is allowed to fire, but may not then move. Example: A unit is ordered to DIRECT FIRE against targets in two hexes. The first fire listed on the Operations Sheet is resolved, the other is ignored.

B.4.a Units are assumed to MOVE in order of unit I.D. number (lowest number moves first, etc.) *unless* the Phasing Player specifies a different move sequence for some or all of his units on his Operations Sheet. Use of a running list is also suggested.

(Opt.) B.4.b The Phasing Player writes down a starting and ending hex coordinate for each unit that moves. When executing the Phasing Player's move, the Non-Phasing Player *must* move units along the shortest route (measured in movement points) between these two hexes. If there are several "shortest" routes, the Non-Phasing Player may assume that a unit used the route most favorable to *himself* (that is, the Non-Phasing Player). The Phasing Player may avoid the "shortest" route or an unfavorable route by including the coordinates of hexes along his desired route.

(Opt.) B.6.a Units which are ordered to make an ILLEGAL MOVE (due to stacking, road movement negation, insufficient movement points, etc.) must stop in the last hex into which they could legally move. Note that in some cases this may cause other units moving later to "pile up" behind the original illegally moving unit. This rule can also affect the loading and unloading of passengers.

(Opt.) B.6.b When ILLEGAL MOVES are found, the Non-Phasing Player must adjust the unit positions as per the rules (AH and these PBM), and must notify his opponent as to the ending locations of those units in his next correspondence. A clear, concise explanation of the illegalities and resolution procedure should be included.

(Opt.) B.6.c ILLEGAL MOVES, etc., *will stand* if not caught during resolution by the Opposing Player. Such allowance will not set a precedent.

B.7 The Phasing Player may order units to make CONDITIONAL MOVES. In addition to its usual movement orders, a unit may also be given an alternate order for its movement. The conditional move must be accompanied by a specific description of the "conditions" under which the conditional move will become operative. If the "conditions" listed do not occur during the course of the Phasing Player's movement, then the alternate (conditional) move may not be executed; in such case, the "primary" move must be executed instead.

VII. COMBAT

B.2 A player may order CONDITIONAL ATTACKS. For example, he may order a unit not to fire at an enemy unit if another prior attack (against a different unit) succeeds. This can also affect a plotted Overrun attack following an Air Attack against a single defending stack. The unit that withheld its attack is then free to perform an alternate function. If a unit function is listed as conditional, the conditions for withholding that function must be stated on the Operations Sheet on which the function is listed. Alternate functions for those units must appear on the appropriate Operations Sheet.

(Opt.) B.3 If the Phasing Player, while resolving his DIRECT FIRE, finds that for any reason a unit cannot fire as ordered (e.g., due to blocked LOS), that unit's fire is voided; it may move or perform other functions permitted during the second half of the Phasing Player's turn.

(Opt.) D.2 If a unit is ordered to move to a hex and the only way that it can reach that hex is by executing an OVERRUN ATTACK, but the Overrun is not listed on the Operations Sheet, the moving unit stops in the Overrun entry hex and no Overrun occurs.

J.1 The system given in the article "Mathematical LOS Determination" (Vol. 12, No. 3 of The *GENERAL*) will be used to resolve LOS disputes. It is recommended that computations for any debatable LOS be included with your Operations Sheet for the move.

VIII. WRECKAGE

(Opt.) D.1 In general, any given scenario has one side defending and the other attacking. If there is any doubt about this, resolve it before starting the game. The defender may place as many AFVs in a Woods/Road Hex as he desires, (within stacking limits) but if more than one is destroyed, only *one* DEFENSIVE WRECK is placed in the hex. The number of ATTACKING WRECKS in a Woods/Road Hex is not limited by this rule.

(Opt.) D.3 No more than three Wrecks or Blocks, or any combination of Wrecks and Blocks totalling three, may be created on a BRIDGE HEX.

X. ENGINEERS

B The engineering die roll for BLOCK CONSTRUCTION, BLOCK DEMOLITION, and BRIDGE DEMOLITION must be listed on the Operations Sheet, or it will be assumed to have not taken place.

XI. AMPHIBIOUS LANDINGS

A.1 The German Player sends the hex coordinates of his Blocks, Fortifications, and Minefields to the Allied Player.

A.2 The Allied Player records the hex coordinates of the INITIAL PLACEMENT HEXES for each of his units on a sheet of paper. If the attack is to come in as two or more waves of invaders, use a separate sheet for each wave. The sheets are each sealed separately into coin envelopes and the turn of placement is written on the outside of each envelope. The Allied Player signs each envelope and sends them to the German Player.

A.3 The German Player signs each envelope and returns them, along with the set up locations of the rest of his units, to the Allied Player.

B.1 On each turn of INITIAL PLACEMENT, the Allied Player must provide the German with a list of hexes occupied by invading units. The type of units are not listed on these sheets.

C.2 On the turn INVADING UNITS LAND on the beach, the Allied Player must provide a list of landing units and their locations on his Operations Sheet. He also sends the proper initial placement envelope to the German Player. The German Player opens the envelope to verify the legality of the invasion. If there is a discrepancy, the Allied Player forfeits the game.

D.1 German fire directed against units on sea hexes is computed and resolved by the Allied Player.

D.4 DD TANK SURVIVAL for units placed on turn one is listed on the turn two Operations Sheet, etc.

SPECIAL RULES FOR PBM (Continued)

XII. AIRPOWER

C.3 For those situations where a player has a choice of COMBAT LOAD for his air units, he must send a postcard with the unit I.D. numbers and combat loads to his opponent prior to the setting up of any ground units on either side.

XV. OPTIONAL RULES

(Opt.) B.4 If the Non-Phasing Player targets OPPORTUNITY FIRE on a moving unit, but then discovers that the unit would remain completely out of the firing unit's LOS, or the moving unit will not expend 1/4 of its MPs in the LOS of the firing unit, the Opportunity Fire is voided and the Opportunity-Firing units that did not fire as a result of this condition are released to perform Direct Fire or move in their next turn. If several units are firing in combination, and some of these have not had the target in their LOS for a sufficient time, those unit's fire is voided as above and the Opportunity Fire odds are reduced accordingly.

B.6 The Non-Phasing Player may use OPPORTUNITY FIRE as many times as he wishes subject to rule limitations. If an Opportunity Fire shot stops (destroys or disrupts) the moving unit, all subsequent Op-Fire at that unit is voided and the non-firing units are released as in **XV.B.4** above.

B.10. When multiple OVERRUN ATTACKS are being made against units that could use OPPORTUNITY FIRE, the Overruns are executed and resolved in the order listed on the Phasing Player's Operations Sheet. Movement and Overruns are listed in two different places but Overrun attacks will be resolved in the order of unit movement. Defending units that are being Overrun may not use Op-Fire against trailing attackers unless the prior Overruns failed to destroy or disrupt them.

XVIII. MISCELLANEOUS

A EMERGENCY STOCK LIST: A single list of emergency stocks is used by both players to resolve unforeseen functions, or functions where a player forgets to list a stock. It is also used where no sales are shown for a listed stock. Pick about 20 stocks, all beginning with the same letter, and provide both players with identical lists. In order to avoid duplication, agree not to list any stocks on your Operations Sheet that begin with that letter. The emergency stock list is used in order of stock listing, and in the sequence that stocks are needed to resolve functions. See the Indirect Fire Section for further details.

B In the event a stock's sales are different on the players' newspapers, the Phasing Player's paper takes precedence for resolution of Steps 1 through 6, A, and F in the PBM sequence. The Non-Phasing Player's paper takes precedence during Steps 8 through 22, B through E, and G and H.

C Players should agree prior to starting play as to which Optional and/or Experimental Rules are to be used.

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C Players should agree prior to starting play as to which Optional and/or Experimental Rules are to be used.

make some other temporal *faux pas*, that's just tough. For those who like to experience some of the uncertainty and paranoia of a real field commander (who, by the way, usually has to pay a rather stiff price for issuing vaguely written orders), it's even better!

This rule is *not* optional, but for the faint of heart, the four rules which immediately follow it are, because they deal with error resolution.

Note that **V.B.4.b** forces the Phasing Player to specify precise "bush-to-bush" routes of movement for his units, or face rather dire consequences. If he isn't specific enough (when it matters), the Non-Phasing Player gets to pick the "shortest" route of his choice for Opportunity Fire purposes. This is the opposite of the way Foos and Woodfall treated Op-Fire, and even contradicts published A.R.E.A. play standards (see Tom Oleson's articles, "Code of Conduct" in Vol. 25, No. 2 and Vol. 16, No. 6 of *THE GENERAL*).

Our intent here is to encourage alert play by the combatants. After all, the commander in the field can't count hexes and automatically plot a route that guarantees that his units will be just out of range of any nearby enemy units. Imagine hearing any World War II platoon commander saying the following: "Well boys, just cruise on over to point B there any old way you want. Jerry won't shoot at you because it's obvious that you *could* get there by swinging way to the south of that clump of trees where we think he has a gun position; so take any route you please".

Personally, we suspect that any decent officer would take the time to work out the best approach route to the enemy position and instruct his tank commanders accordingly. So why give the Phasing Player the benefit of the doubt? Ultimately, this will just encourage desultory play on his part and discourage the Non-Phasing Player from examining his own Opportunity Fire possibilities.

On a more serious note: When trying to determine the "shortest" route(s) of moving units, be careful. Sometimes the difference can be but half of a Movement Point, and may not be all that obvious. (See Diagram 1 on the following page.)

EXAMPLE 1 (Above): All Units on Board C.

Unit	From	To	Notes
7528	CC3	CA6	Via CB6

If the Phasing Player in Example 1 had not added "via (hex) CB6" to his move (route 3), his opponent could assume that 7528 had used routes 1 or 2 and order Op-Fire against 7528 in hex CA5 from the AT gun in CA2. Note that the Phasing Player could also write this example as "via CB4, CB5, CB6".

Rules **V.B.6.a** through **V.B.6.c** deal with "illegal" movement. The penalties for a poorly-executed move can be severe. Players should note that Opportunity Fire can, in certain situations, cause moving units to "pile up" as in **V.B.6.a**, and can prevent the unloading of passengers. It can also alter the "shortest" route for units following behind Op-Fire victims.

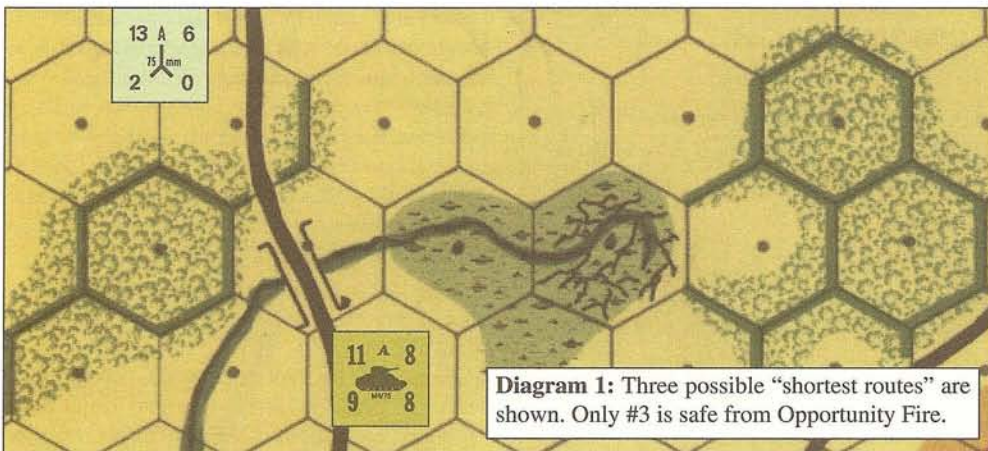


Diagram 1: Three possible “shortest routes” are shown. Only #3 is safe from Opportunity Fire.

These last two situations are not really optional, because they are inherent in the stacking and movement rules. To allow units to move through a hex which has become over-stacked due to Opportunity Fire would be a violation of the FTF rules. That’s one reason why we wrote these three rules. Of course if you don’t use the FTF Op-Fire rules you don’t have to worry about this. If you *do* play with Op-Fire, then you should expect to get burned.

When facing Opportunity Fire threats in a congested area, you may find it best to send in the heavy stuff first; move the halftracks and the armored cars last. A traffic jam caused by a well-placed shot of opportunity would bring joy to the heart of any World War II anti-tank gun crew.

Now, players really have to beware ambushes—all the while watching for chances to spring their own on a careless opponent! (Diagram 2, center of this page.)

EXAMPLE 2 (Center): All units on Board A.

The Allied Move is:

11. VEHICULAR MOVEMENT

Unit	From	To	Notes
7203	I4	M4	
2403/1522	H3	Q4	Unload in Q4

V.B.7 gives the Phasing Player some realistic blitzkrieg possibilities and provides a reasonable means for limiting the risk involved in such operations. This is particularly useful in situations where an Overrun attack could open a hole in a defensive line so that trailing units could pour through into the defender’s rear areas.

This rule also gives implicit permission to specify alternate moves for units which may have their path(s) blocked by units that have been hit by Opportunity Fire (taking some of the sting out of V.B.6.a). Alternate routes can only be used when the primary route is blocked. (Diagram 3, bottom of previous page.)

EXAMPLE 3 (Bottom, this Page):

All Units on Board C.

The German move is:

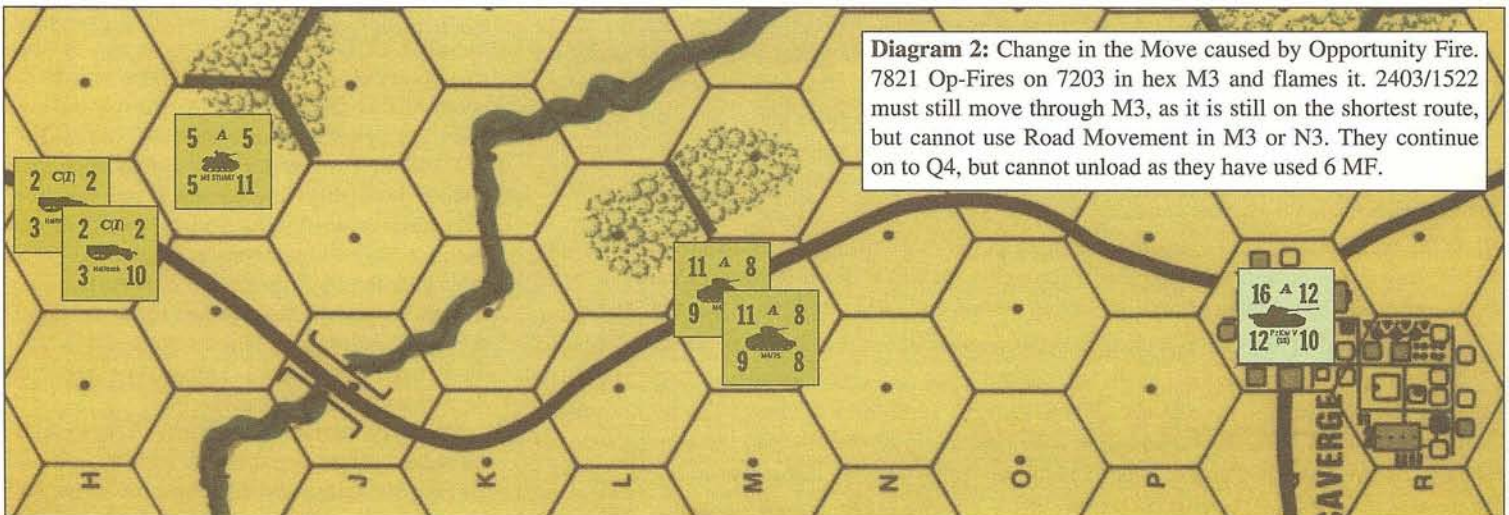


Diagram 2: Change in the Move caused by Opportunity Fire. 7821 Op-Fires on 7203 in hex M3 and flames it. 2403/1522 must still move through M3, as it is still on the shortest route, but cannot use Road Movement in M3 or N3. They continue on to Q4, but cannot unload as they have used 6 MF.

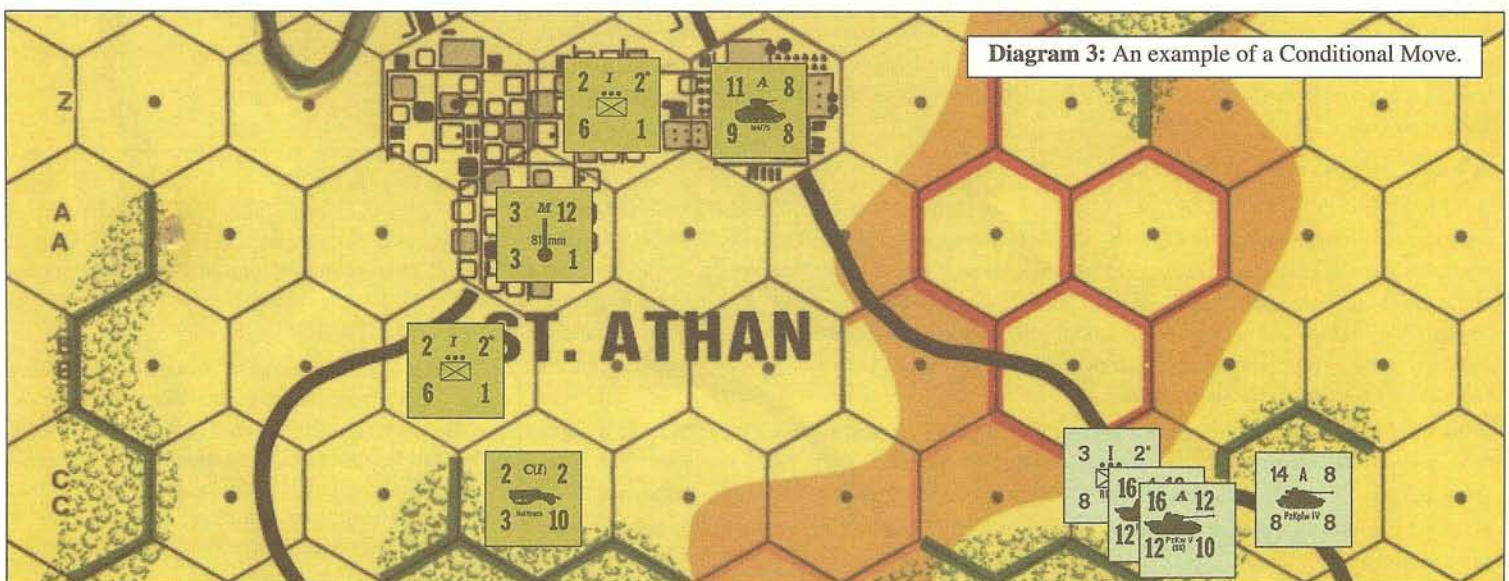


Diagram 3: An example of a Conditional Move.

11. VEHICULAR MOVEMENT

Unit	From	To	Notes
7824	CC8	BB3	OR 1512
7721	CC9	BB3	OR 1512
7821/1521	CC8	BB3*	OR 1512*

*Note: If neither 7824 nor 7721 are stopped by Op-Fire, then 7821 does *not* OR 1512, but instead moves to CC3 and unloads 1521.

12. OVERRUN ATTACKS (OVR)

Attack	Odds	Stock
7824 & 7721		
OVR 1512 at BB3	4 to 1(-2)	ARA
7721 & 7_____		
OVR 1512 at BB3*	4 to 1(-2)	ASA

*Note: First OVR is executed if possible and second is not. Second OVR is executed *only* if First is not.

VII.B.2 is a similar addition, which attempts to address the fact that in FTF play it is not necessary to specify all fire prior to resolving any. In normal PBM play this is clearly impossible to model, as it would require a separate mailing for every attack. These two rules offer a compromise between the all-or-nothing extremes inherent in FTF and PBM. (Figure 1, below.)

VII.B.3, another optional rule, allows the Phasing Player to correct himself in some direct fire situations without incurring a penalty or holding up play. Note that if the Phasing Player does not notice the fire error, the Non-Phasing Player (if he sees the mistake) can recompute the odds of the affected attack, resolving it with the correct stock and CTD chosen by the Phasing Player. In this case, the misfiring unit's fire is voided, and it may not perform other functions during that player turn. This rule does not allow the Phasing Player to voluntarily reduce the odds of an entirely legal attack just because he rolls a "one".

VII.D.2, which covers the resolution of unlisted but forced (by movement) Overruns, was written this way to be consistent with our V.B.6. After all, Overrun attacks are so much fun that it's inconceivable that anyone would forget to write them down.

The mathematical LOS article cited in VII.J.1 is a superb scientific tool for resolving LOS disputes. This is an elegant addition to the game. Our hats are off to Andrew Katsampes for this one! Thanks to him, you don't have to worry about having boards that are cut and pasted slightly different from your opponent's because the LOS is computed on a mathematical grid. It's

not a bad idea to include the computations for any shot which appears questionable with the operations sheet on which the shot is listed. Unfortunately the article cited is ancient, so many of you should plan on ordering a photocopy of its two pages from Avalon Hill. [Vol. 12, No. 3, Pages 14 and 15, when ordering from our Parts Department. Ed.]

Section VIII, which discusses wreckage and other obstacles, involves changes to the game rules which seek to eliminate some common tricky tactics. Actually, they don't really belong in this article because they don't have anything to do with PBM. However, they were not properly dealt with in the game rules, and nothing official has ever been done to stop these dirty tricks with Errata or a Question Box answer. In some of the situations, these tricks can seriously alter play balance.

These simple rule additions very effectively wipe out some of those cheap garbage plays that underhanded types (like us) would use all the time if given the chance. The special hex types that are referred to are usually too important to allow them to be totally blocked so easily by the defending side. These rules are listed as optional because they are definitely not "official".

X.B needs no explanation. List it or lose it!

The Amphibious Landings Section is really so straightforward that we believe that it needs no comment. However, players should note and agree on the last sentence in XI.C.2 prior to beginning play. Old hands will note that our version is much different from those of Foos and Woodfall. We're not going to say any more about it here, as it would duplicate the write-up in the Special PBM Rules; you'll have to read them to find out what's going on.

XII.C.3 is another section so obvious that it doesn't require elaboration.

Opportunity Fire creates a lot of tricky situations. XV.B.4, a doubly-optional rule, deals with illegal Opportunity Fire. This rule works much like VII.B.3, so our comments relative to that rule are pertinent for this one as well.

XV.B.6 enables the Non-Phasing Player to set up several consecutive Op-Fire shots (or even conditional Opportunity Fire; see Special PBM Rules VII.B.2) without unduly penalizing him. After all, one would expect that the guys down at the far end of the firing line to notice that their intended target had blown up or been otherwise indisposed, and would then be likely to pick on something else; or at least ring up the local HQ for further orders.

XV.B.10 covers the ultimate tricky Opportunity Fire situation. As we mentioned back during the early stages of these "Designers' Notes", Opportunity Fire and Overruns are executed and resolved semi-simultaneously. Since only one unit is moving at any given moment (FTF rule V.B.4 and PBM rule V.B.4.a), theoretically any unit that is Un-Dispersed can use Op-Fire against an attacker that has just completed an Overrun, so long as the LOS requirements are met. This should be a rare situation, but now you know what to do when it happens. We think that our example is pretty clear and needs no clarification. Naturally, this "rule" applies to FTF play as well. We include it here because a slip-up on the Non-Phasing Player's part is much more likely to occur in PBM. (Diagram 4, on the following page).

EXAMPLE: All units on Board B.

The American Move is:

11. VEHICULAR MOVEMENT

Unit	From	To	Notes
7423	M8	P8	Overrun 7821
7525	M8	P7	Overrun 7824
3404	Volle	P6	Overrun 7711

12. OVERRUN ATTACKS (OR)

Attack	Odds	Stock
7523 OR 7821 at O8	1 to 1(-2)	ARA
7525 OR 7824 at O7	1 to 1(-2)	ASA
3404 OR 7711 at O8	1 to 2(-2)	AVX

Attacks are resolved in order, therefore:

7821 may not Op-Fire at any of the three attackers unless 7523's Overrun failed to destroy or disrupt it. If 7821 survives unscathed, it may Op-Fire at any of the three moving units, subject to the normal Op-Fire rules.

7824 may Op-Fire at 7523 in hex P8. It may not Op-Fire at 7525 unless 7525's overrun failed. 3404 is not in its LOS.

7711 may Op-Fire at 7523 in P8 or 7525 in P7. It may not Op-Fire at 3404 unless 3404's Overrun failed.

An Emergency Stock List is a must for PBM play (you can never count on Wall Street when you need it). So, in closing out this section, XVIII.B sets priorities for resolving discrepancies in printed stock sales. The usual method has been to always defer to the defender's newspaper. Our method defers to the paper of the player who has to send out the next mailing. This is a time saver in general, and is especially so on those occasions when the gods of the postal netherworld strike.

PARA LANDING SECTION

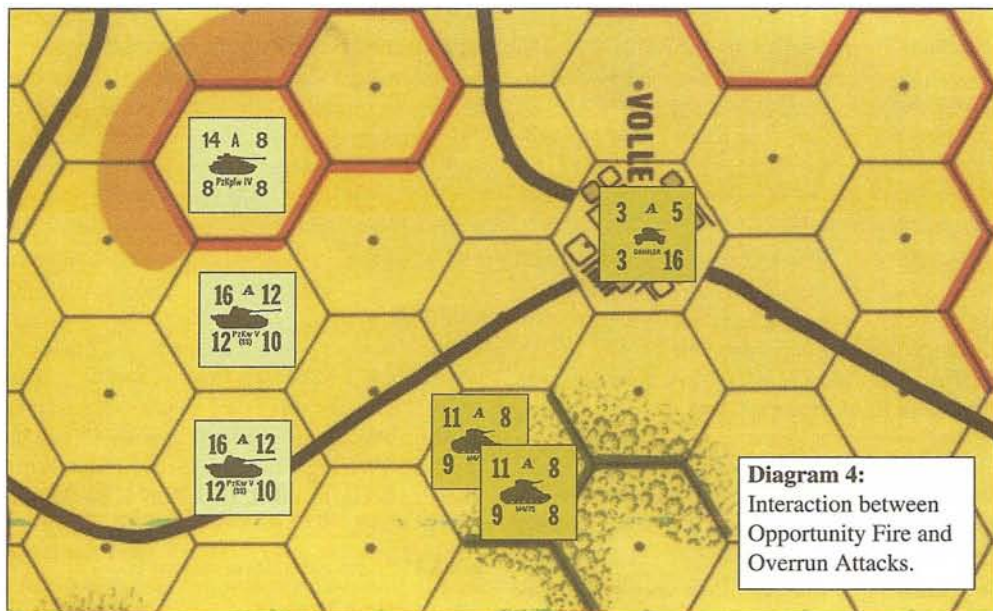
We've included this section for players who would like to PBM some of the Para Leader situations. There is nothing particularly tricky about adding parachutists to your repertoire of PBM skills, so we have only a few points to make.

3. DIRECT FIRE

Unit	Target	Odds	Stock	Result
7821 @ CAA7	7521 @ CBB4	3 to 1	ARA	
7824 @ CBB8*	2401 @ CBB3	4 to 1	ASA	

*Note: 7824 does not fire if 7821 destroys 7521

Figure 1. Example of a Conditional Attack



As in all other sealed envelope situations, we have a “forfeit-the-game” rule (Step 6). Players are always free to agree beforehand on any other penalty. The other major item is that the resolution of a large paradrop is going to require a lot of stocks to generate all those drift and survival die rolls that are required. This can be a real pain in the neck, so players might wish to use a random number table for resolving drift and survival. A good example of a table-based system was presented by James Lutz in his article on a PBM sys-

PARA LANDING PLAN — SITUATION 33

Carrier Type	Passengers	Designated Landing Hex	Flight Direction	Landing Turn
Transport	1/51 2/51 3/51	AN8		1
Transport	1/52 2/52 3/52	AN8		1
Glider	1553	AG4	SE	1
Glider	1554	AG5	SE	2

Figure 2. A sample Para Landing Plan.

PARA-LEADER RULES FOR PBM

The following is for those who would like to use the “Para-Leader” situations from Vol. 20, No. 2 of *The GENERAL* in their PBM games.

1. The player with the gliders and paratroops lists his carrier type and passenger I.D. numbers, the landing turn, and the designated landing hexes for all of his units. For each glider, also list the flight direction. (N, NE, E, SE, etc.) Note that available directions will be limited by the orientation of North for the situation in play. Seal the paper with this information on it into a coin envelope. Label the envelope “Para Landing Plan”, write the number of the situation on the outside, and sign your name on the outside of the envelope.
2. On another sheet of paper, list a stock for wind direction and a stock for wind speed for each turn you are planning to land troops. The Attacking Player may add listings for up to two turns on this sheet even when he has no intention of making a landing in order to deceive his opponent.
3. Send the envelope and the wind sheet to the Defending Player.
4. The Defending Player signs his name on the outside of the envelope; he must return the envelope to his opponent *unopened* at the first opportunity.

5. Wind speed and direction is determined for each turn with the CTD from the Attacking Player’s Step 6 of the PBM sequence. Paradrops and glider landings occur during the Aircraft Movement phase (Step 8 of the PBM sequence).

6. After all drops and landings have taken place, the Para Landing Plan envelope is returned to the Defending Player. The Defender may then open the envelope and check to ensure that the landings took place at the correct location and time. If there is a discrepancy, the Attacker forfeits the game.

7. The emergency stock list method is used to determine drift and survival. Players should realize that they will have to have enough stocks on the emergency list to cover all designated landing hexes, parachutist sticks, and gliders. For Situation 39, this could require over 100 stocks!

8. All para-drop hexes shall be matched with a stock from the emergency stock list as follows. Each drop hex shall be listed in alpha-numeric order. (eg. AC6 before AC7, BCC9 before CA1, etc.) The first stock on the list shall be applied to the first para-drop hex. The stock results should be resolved on the Drift Pattern Chart. Resolve all parachute drifts for the turn prior to going on to the next step.

tem for *VICTORY IN THE PACIFIC*. [*The GENERAL*, Vol. 19, No. 6, Pages 5 through 8. Ed.]. To help get you started, a sample para-landing plan is presented here. (Figure 2, next page.)

CONCLUSION

We have tried to present as tight a PBM system as possible for *PANZER LEADER*. Nevertheless, it probably has some holes (doesn’t everything?). If you find any, forgive us, for we are only human. There are quite a few rules which we’ve labeled as being optional, but naturally enough we hope that you will use the system in its entirety. Players will quickly discover that the optional rules create a battlefield environment that is highly conducive to improving one’s skill level. We hope that you will get as much enjoyment out of using this system as we have.

As a final aid, we are providing an abbreviated example position and partial turn. (Diagram 5, and Figures 3 and 4.)



Figure 3. Sample Operations Sheet:
ALLIED OPERATIONS SHEET — SITUATION No. 2 — TURN 3

1. INDIRECT FIRE FOR TURNS 4 AND 5 IS IN THE ENCLOSED ENVELOPES

Firing Unit	Target	Odds	Stock	Results	Spotter
80 NASP	1516 @ N3	4 to 1 (+1)	ABC		1512 @ M2

2. DIRECT FIRE

Firing Unit	Target	Odds	Stock	Results	Spotter
7525 @ K3	7721 @ L5	1 to 1	AMF		

3. DD TANK SURVIVAL

Unit	Stock	Result
7523	ABC	

4. STREAM ENTRY

Unit	Stock	Result
1513	ABC	

5. CTD = JUNE 6

6. RESULTS OF STEPS 2 THROUGH 5

Indirect Fire for Turn 3

Firing Unit	Target	Odds	Stock	Result
80 NASP	1516 @ N3	4 to 1 (+1)	ABC	36 = 6+1 = D

Direct Fire

Firing Unit	Target	Odds	Stock	Result
7525 @ K3	7721 @ L5	1 to 1	ACF	60 = 6 = NE

DD Tank Survival

Unit	Stock	Result
7523	AFV	16 = 4 = X

Stream Entry

Unit	Stock	Result
1513	AGA	19 = 1 = OK

7. AIR MOVEMENT

Unit	From	To	Notes
9203	G2	H5	via G4

8. AIR ATTACKS

Firing Unit	Target	Odds	Stock	Result
9203	1523 @ I5	3 to 1	AMD	

9. MINE CLEARANCE

Unit	Mine	Notes
1116 @ K2	N3	T2 Mine Flips

10. VEHICULAR MOVEMENT ON LAND

Unit	From	To	Notes
7524	J4	M5	OR 7721 @ L5
2401/0332	I4	Volle	Unload

11. OVERRUN ATTACKS (OVR)

OVR Unit	Target	Odds	Stock	Result
7524	721 @ L5	2 to 1 (-2)	AMF	16 = 4 = X

12. NONE

13. NON-VEHICULAR MOVEMENT ON LAND

Unit	From	To	Notes
1513	G4	F5	
1512	M2	O2	IQT

14. INFANTRY QUICK TIME (IQT)

Unit	From	To	Stock	Result	Notes
1512	M2	O2	AMP		IQT

15. — 18. NONE

19. NON-VEHICULAR MOVEMENT AT SEA

Unit	From	To
1522	M1	N2

20. CAT

CAT Unit	Target	Odds	Stock	Result
1512 @ O2	1516 @ N3	1 to 4 (-3)	APC	

21. NONE

22. UNITS THAT DID NOT MOVE

Unit	Hex
1116	K2
7525	K3

23. PLACEMENT HEXES FOR NEXT WAVE OF INVADING UNITS

M1	L1	K1	I1
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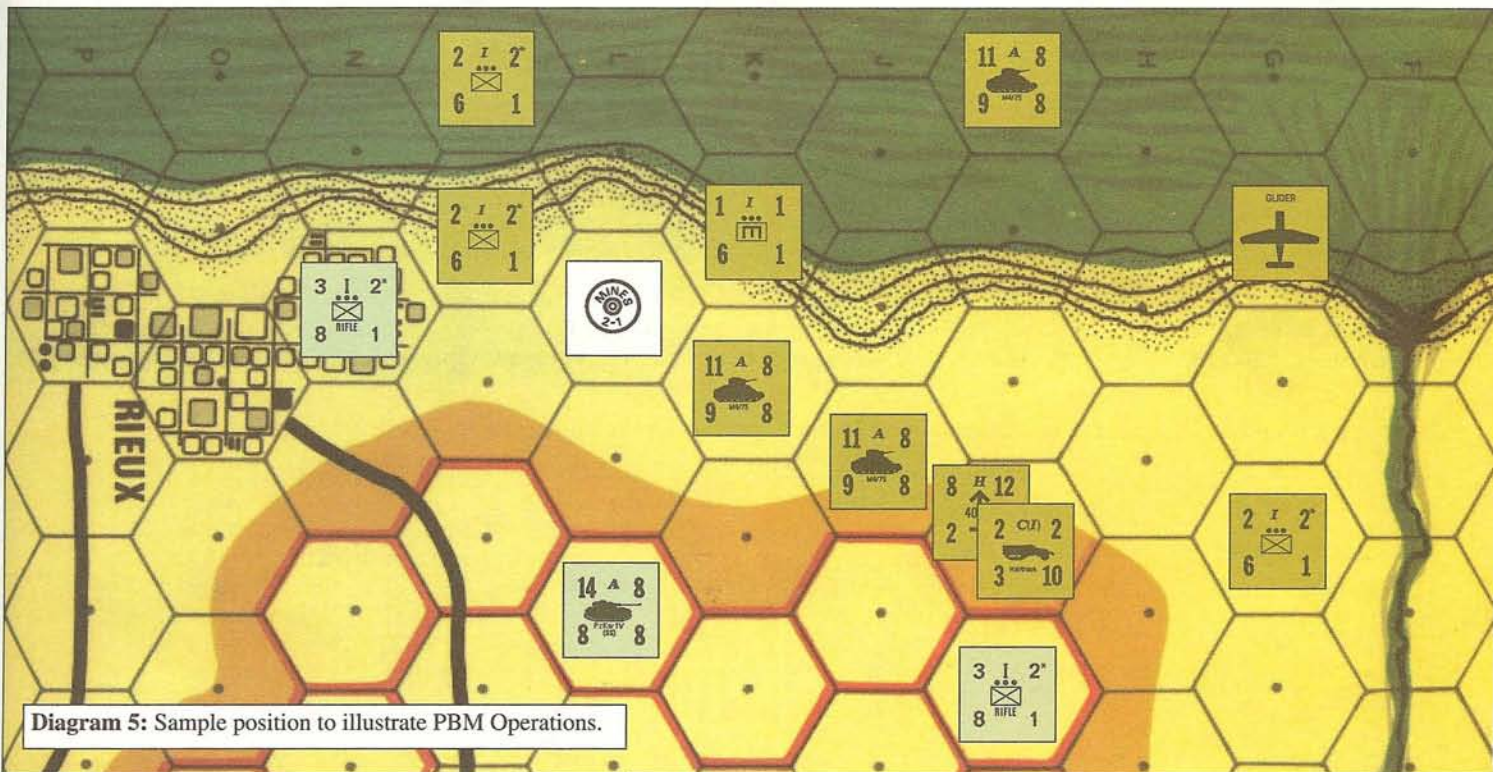
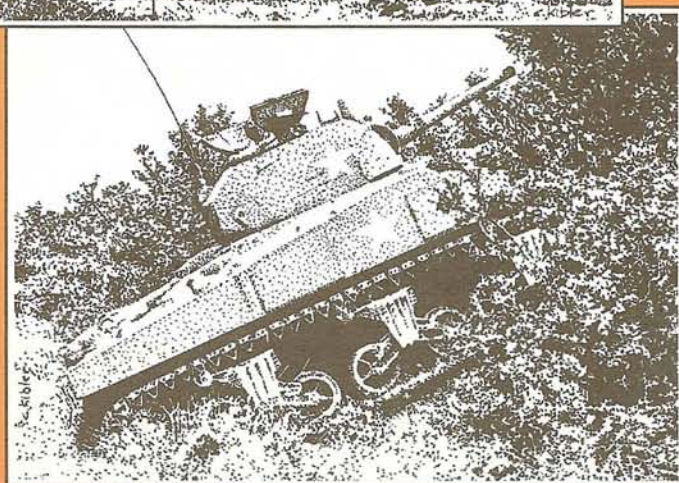
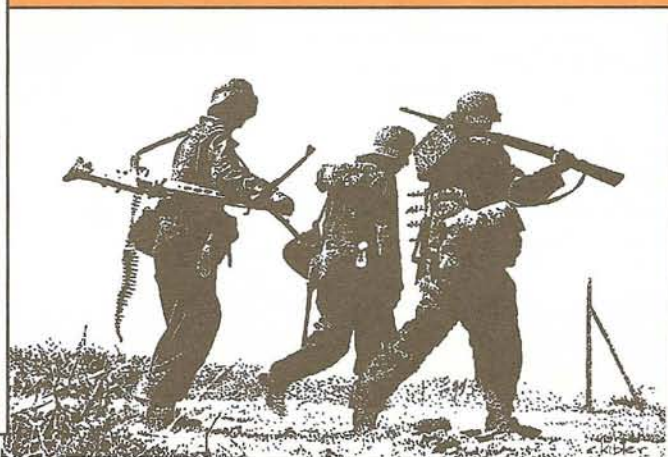
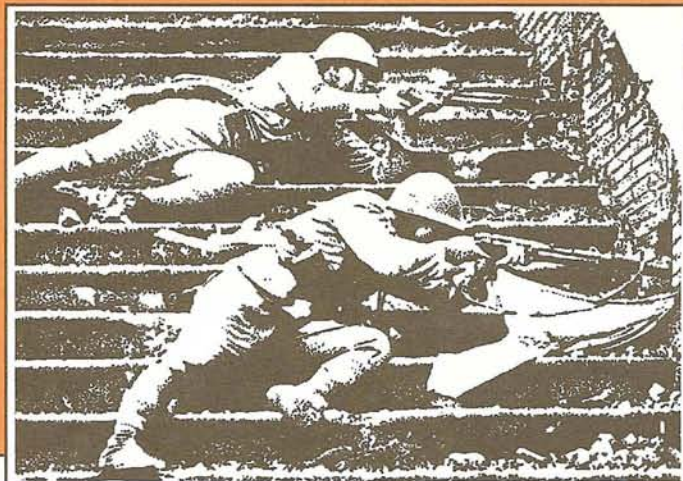


Diagram 5: Sample position to illustrate PBM Operations.

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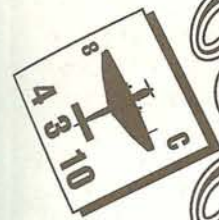
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Silicon Simulations

By Jim Rose



Hello to the world of Avalon Hill wargaming! My name is Jim Rose, and I will be your new host for this column. I recently joined Avalon Hill in December, 1992, leaving the corporate computer environment of Zenith Data Systems, and moving into a field near and dear to my heart. Aside from marketing duties and network management, my main thrust here at Avalon Hill is to put some firepower into our software line of computer products.

In 1968, my mother returned from a business trip with an unusual looking cardboard box. Claiming it was a gift for me, she said I had to finish my dinner before I could open it. Looking at the box edge on, the word "D-DAY" clearly draped the side of the box. As most young, red blooded American boys age nine, I was deeply involved in playing army, complete with "Johnny Seven, One Man Army", and my "Gung Ho Machine Gun" set. The word "D-DAY" could only be related to one topic.

After dinner, I pushed the chair over next to the refrigerator, climbed up and retrieved the box. As it tilted over, a distinct sound long to be remember as counters sliding against the inside of the lid, echoed from within. I rushed over to the living room coffee table and opened up the wondrous

container. Once the lid was off, I was hooked for life. My collection now includes over 250 titles, along with most of the hobby's magazines.

In 1981 I became involved in micro computers, and have been thoroughly fascinated by them ever since. The opportunity here at Avalon Hill presents itself as an excellent chance to apply an extensive computer background to a favorite pastime. My attitude towards computer wargaming is that it is second only to face to face gaming. While computer AI ("Artificial Intelligence") has improved over the years, there's nothing like the look on a human opponent's face when you have just blown very large holes in his "perfect" defense, and pushed several panzer divisions through them!

Seriously though, since taking over the helm of the micro computer division, I have put several projects in the pipeline and have began a serious ramp up of some excellent computer software. The following screen shots are a sneak preview of things to come.

Computer Third Reich - PC Version

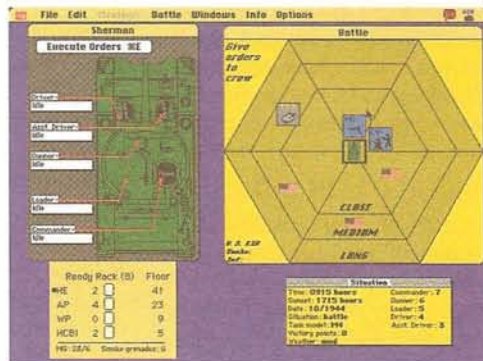
Scheduled Release Date - September, 1993

Requirements:

IBM Compatible - 640K Ram
(2MB Recommended), Hard Disk, VGA Monitor



The PC version of Third Reich is being developed by a new team of programmers. Thalean Software, programmers of the Amiga and Atari ST versions, bowed out of development of their PC version of Third Reich. While this created a much longer delay, it provided the opportunity to gather a new development team, with a fresh new approach. The new team has two veteran, hard core Third Reich players, coupled with a solid lead programmer charting the course. This version promises to offer superior Artificial Intelligence, excellent VGA graphics, and a smooth interface to tie it all together.



Computer Patton's Best - PC, Mac Version

Scheduled Release Date - December, 1993

Requirements:

IBM Compatible - 640K Ram
(2MB Recommended), Hard Disk, VGA Monitor
MAC - System 6.03 or Higher, 4MB Ram, Hard Disk, Color or B&W monitor

Utilizing our solitaire system, "Patton's Best" as the base format, this game will provide the player an exciting campaign across Europe, running point in one of Patton's lead Sherman tanks! Computer Patton's Best gives a very good feel for the tactical fire fights of World War II tank warfare.



Computer Civilization - PC Version

Scheduled Release Date - November, 1993

Requirements:

IBM Compatible - 640K Ram
(2MB Recommended), Hard Disk, VGA Monitor

Our mega popular multi-player game "Civilization", provides the playing field for this endeavor into computer wargaming. True to its board game relative, Computer Civilization should prove to be a worthy successor.

The fall line up will mark the beginning of a new generation of computer games for the Micro Computer Division of Avalon Hill!



THE QUESTION BOX

D-DAY '91 Errata and Clarifications:

GAMEBOARD

The Mediterranean Base hex (T19) should be treated as an Allied port city/supply source hex.

TERRAIN CHART: The combat modifiers for a fortified city hex should read: "+4 for each defending German ground unit, and -1 for each attacking unit." (Rule 4b6, as clarified below, is correct.)

BASIC GAME RULES

2c): The illustration should show a corps unit instead of an army headquarters unit. **Clarification:** Units in an army headquarters holding box *still* have their normal zones of control.

2d4): Add another sentence: "In all cases, if the stacking in a hex is *unavoidably* exceeded at the end of a movement or combat step, their controlling player *must* eliminate any unit(s) of his choice until the stacking is legal."

3b1): Movement To Attack: Revise the "Note" at the end to read: "Divisions have a "0" movement factor—they may not be moved normally, but may be used to attack an adjacent hex in their zone of control, may be retreated (see 4d), and may be used to occupy after an attack (see 4f)."

No Attack Movement: Reword as follows: "Any unit that does not

attack for combat or start in or enter an enemy zone of control may expand as much as twice their printed movement factors."

4b6): Add before the final sentence: "Treat a fortified city hex as a normal city hex if it contains an *Allied* ground unit."

THE BATTLE MANUAL

6b3) and 6c3): The 20 Allied ground units required must all be *corps* units.

8b1): Drop the words "or both" from the first sentence, then delete the third example ("30B Corps Attacks Both 66 and 67 Corps"), as it is incorrect.

12c4): Add to the end of the sentence: "(adjust the Allied moves marker to reflect any reductions)."

14c3): Add a final sentence: "This may be done no more than once per unit per step."

15b): Replace the final sentence with: "German units located in fortified city hexes do not take this loss."

UNIT COUNTER SHEET

INITIATIVE: For reasons that baffle everyone here, the Initiative marker was left off! Simply write the word "Initiative" on the half green, half gray blank counter.

18U: This unit should show the airborne symbol on *both* sides.

READERS BUYER'S GUIDE

The following games are ranked by their reader-generated Overall Value. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where each title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that ratings take the form of a numerical value ranging from 1 to 9 (with "1" equalling "excellent" and "9" equalling "terrible"). However, the Game Length category is measured in multiples of ten minutes (thus, a rating of "18" equates to three hours). A "+" following the Year of release indicates that the game is continued or complemented by additional modules in successive years (for instance, the ratings for SL reflect the entire system—original game plus add-on modules). Game Type is broken down into three broad categories: SO = Solitaire; MP = Multi-Player; 2P = Two Player. Finally, it should be noted that a minimum requirement of 50 responses (see the Sample Base) was judged necessary for a valid representation; additional titles that garner such will be added to the RBG in the future.

Title	Overall Value	Components	Complexity	Completeness	Playability	Authenticity	Game Length	Year	Type	Sample Base
ADVANCED SL	1.80	1.77	9.25	2.11	3.44	2.04	33.02	'85+	2P	172
1830	1.85	2.00	3.88	2.72	2.04	3.20	24.52	'86	MP	50
CIVILIZATION	1.97	2.60	3.20	2.03	1.72	4.09	32.08	'82	MP	152
FLATTOP	2.00	2.47	3.61	3.12	3.56	1.76	43.96	'81	2P	95
EIA	2.08	2.45	8.08	2.94	3.84	2.11	156.86	'86	MP	71
TP STALINGRAD	2.10	2.14	3.42	3.56	2.23	2.94	30.00	'89	2P	61
UP FRONT	2.11	2.24	4.36	2.83	2.38	3.56	10.16	'83+	2P	126
RUSSIAN FRONT	2.12	2.33	5.32	2.88	2.67	2.40	40.16	'85	2P	113
KREMLIN	2.28	2.51	3.64	3.33	1.81	5.24	11.94	'88	MP	63
BRITANNIA	2.31	3.08	2.93	2.89	2.07	3.52	23.72	'87	MP	77
TAC AIR	2.38	2.39	5.02	2.91	2.77	2.72	33.65	'88	2P	88
GETTYSBURG	2.42	2.61	1.79	3.32	1.64	4.43	9.11	'88	2P	66
MOV	2.50	2.42	3.38	2.46	2.24	3.53	15.42	'88	MP	79
VITP	2.55	3.12	2.56	3.32	1.91	5.56	21.09	'77	2P	183
TRC	2.60	3.35	3.85	3.10	2.28	4.22	35.44	'76	2P	220
ENEMY IN SIGHT	2.61	2.88	2.30	2.63	1.87	5.76	7.73	'88	MP	68
7th Fleet	2.62	2.77	6.47	2.96	3.04	3.16	38.01	'87	2P	50
CASSINO	2.68	2.71	4.43	2.75	2.32	2.63	23.67	'88	2P	52
DIPLOMACY	2.71	3.36	3.00	2.69	2.92	5.16	33.26	'76	MP	169
ST. NAZAIRE	2.72	2.56	4.01	3.12	2.80	2.52	18.92	'87	SO	98
FIREPOWER	2.76	3.03	6.42	3.63	3.76	2.88	15.48	'85	2P	94
FLIGHT LEADER	2.79	2.20	4.62	3.00	2.77	3.20	10.18	'86	2P	76
MBT	2.80	2.68	5.37	3.16	3.36	2.57	15.08	'89	2P	51
DEVIL'S DEN	2.81	2.85	5.04	2.99	3.52	2.61	24.58	'85	2P	60
B-17	2.83	2.87	2.93	2.83	2.00	3.33	8.82	'83	SO	192
SQUAD LEADER	2.84	2.11	8.05	3.68	4.27	3.00	21.37	'77+	2P	231
2nd Fleet	2.89	3.35	5.27	3.44	3.28	3.55	32.23	'86	2P	55
WS&IM	2.92	3.24	5.64	3.00	3.04	2.60	20.07	'75	2P	172
THIRD REICH	2.95	3.56	8.83	3.70	4.00	3.51	45.83	'81	MP	227
PANZER LEADER	3.12	2.79	5.63	3.72	3.32	3.82	19.47	'74	2P	210
WAR & PEACE	3.13	3.44	4.55	3.68	2.95	3.15	36.80	'80	2P	138
BLACKBEARD	3.14	2.67	4.32	3.53	2.96	3.35	13.60	'91	MP	56
TITAN	3.16	2.68	3.48	2.66	2.47	4.48	29.08	'82	MP	65
Civil War	3.20	3.69	6.95	3.92	4.17	3.58	46.96	'83	2P	112
MAGIC REALM	3.29	2.44	8.41	4.08	4.20	3.79	20.76	'79	MP	75
NAVAL WAR	3.35	4.20	1.12	3.40	1.60	6.72	6.00	'83	MP	81
KINGMAKER	3.39	3.21	5.65	4.48	3.49	4.63	27.98	'76	MP	141
PG GUDERIAN	3.40	3.24	5.44	3.20	3.28	3.32	22.87	'84	2P	90
PATTON'S BEST	3.43	3.22	4.16	4.23	3.25	3.87	14.13	'87	SO	109
GLADIATOR	3.44	3.36	3.89	3.32	2.56	3.20	8.69	'81	2P	56
CM	3.47	3.60	3.28	3.39	2.64	3.36	11.70	'80	2P	91
6th Fleet	3.48	3.04	5.64	3.73	3.88	3.64	47.67	'85	2P	59
AIR FORCE	3.48	4.27	5.36	3.64	3.61	3.12	12.90	'80+	2P	76
PANZERBLITZ	3.56	3.55	4.92	4.16	3.26	4.50	18.25	'70	2P	215
Pacific War	3.64	3.57	7.98	4.32	5.28	3.19	120.63	'86	2P	66
Pax Britannica	3.64	3.60	4.85	3.91	4.25	4.61	52.14	'85	MP	50
MIDWAY	3.65	4.48	2.80	3.16	2.43	4.52	21.10	'64	2P	130
Ambush	3.68	4.08	4.94	4.40	3.91	4.61	19.69	'83+	SO	121
AFRIKA KORPS	3.77	4.43	2.20	2.84	1.88	5.40	21.44	'64	2P	167
HITLER'S WAR	3.80	3.89	4.20	4.25	3.44	4.68	34.79	'84	2P	78
WIZARD'S QUEST	3.82	3.07	2.11	2.94	2.15	4.92	20.92	'79	MP	85
WAR AT SEA	4.04	3.94	1.40	3.40	1.87	6.72	12.80	'76	2P	155
BLITZKRIEG	4.19	4.36	5.84	3.87	3.60	5.57	33.76	'65	2P	136
1776	4.25	3.64	5.28	3.88	3.24	4.40	26.30	'74	2P	154
D-DAY	4.32	4.73	3.56	3.45	2.91	5.08	27.16	'77	2P	125
RICHTHOFEN'S	4.33	3.78	3.99	3.60	3.24	4.87	8.23	'83	2P	53
WATERLOO	4.44	4.48	2.24	3.08	2.21	5.55	17.99	'62	2P	104
LUFTWAFFE	4.80	4.27	4.16	4.08	3.91	5.33	20.08	'71	2P	170

MIDWAY '92

Introductory Level Game of the Epic Air/Naval Battle, 1942

\$25.00

In an all-new incarnation for the '90s, *MIDWAY* is the third of our Smithsonian American History Series to be rated by the readership, following *GETTYSBURG '88* and *BATTLE OF THE BULGE '91*.

Unfortunately, like *BULGE*, *MIDWAY '92* did not receive a large enough response to warrant listing on the RBG, a situation which should be remedied when the full-line RBG forms go out next volume. Even so, ratings for this title were almost perfectly balanced between those who hated it and those who it rated it the best thing since popcorn.

An Overall Value of 4.20 invites comparison of *MIDWAY '92* with its redoubtable predecessor, yet this is misleading; Craig Taylor's highly playable (and far more realistic) design allows easy integration with his all-new version of *GUADALCANAL* (for which an RBG form can be found on the insert of this issue). Volume 28, Number 5 of *THE GENERAL* will feature both games, and rules for expansion counters as well.

For reference' sake, the complete ratings breakdown for *MIDWAY '92* is as follows:

Overall Value:	4.20
Components:	4.10
Map:	3.90
Counters:	4.20
Rulebook:	3.70
Complexity:	2.60
Completeness of Rules:	3.40
Playability:	3.30
Excitement Level:	3.50
Play Balance:	3.60
Authenticity:	3.60
Game Length (average):	12.00
Shortest:	1 hr., 30 mins.
Longest:	2 hrs., 55 mins.
Year:	1992
Type:	2P
Sample Base:	20

Volume 28, Number 2 of *The GENERAL*, featuring *GUNG HO!*, generated some responses which, in this listing, may appear deceptive. While the overall ratings are pretty evenly spread out, this is merely the result of statistical averages (for more such phenomena, see "So That's What You've Been Playing", on Page 24 of this issue). In fact, the ratings for Vol. 28, No. 3 were split practically right down the middle.

What seems to have happened is that the ASL fans loved the issue and related articles, giving top ratings for both, while those who don't care for the game gave poor ratings for the issue, but good ones for the other articles. Vol. 28, No. 2 scored a solid 3.2 overall, with these article ratings from our random sampling of 1,200 responses:

AVALONCON II	306
AH Philosophy	123
COMPUTER CORNER	121
SPORTS SPECIAL	96
FLASHPOINT: GOLAN	79
SEMPER FI!	78
Infiltrator's Report	71
MORE OLD CHESTNUTS II	70
THE TARGET FOR TODAY IS...	45
50 WAYS TO LEAVE YOUR SENSES	44
SCENARIO BRIEFING	43
COMING ATTRACTIONS	35
IN MEMORIAM: GEORGE PARRISH	27
THE MEN ON THE BOX	20
POST-ATOMIC ADV. CIVILIZATION	17
So That's What You've Been Playing	16
Opponents Wanted	9

The titanic ratings for Don Greenwood's recap of *AvalonCon II* bode well for this year's event; here's hoping that all who found the article so entertaining will be attending this year's outing; and bringing several friends who haven't yet enjoyed the experience.

Don Greenwood informs us that the Avalon Hill *FOOTBALL STRATEGY* League just completed its 20th consecutive season of pro-football play when Kevin Keller's Dallas Cowboys beat Gene Gibson's Seattle Seahawks 34-31. The 28-team league then defended its world championship claim by winning the fourth annual Challenge Bowl with a Philadelphia Area League in a "Best 5-out-of-9" series. Congratulations to all, and best of luck in the draft.

Dan Manherz of Williamsport, PA is hosting a *PAX BRITANNICA* campaign game, and sending us regular reports. We're saving them up until we get enough for an article, at which point they'll be published as part of our upcoming issue on games of politics and intrigue, which will include works on *KREMLIN*, *REPUBLIC OF ROME* and, of course, *DIPLOMACY*, to name but a few.

The *DIPLOMACY* Association of Australia organizes tournaments throughout that nation, as well as providing contact between clubs and sponsoring a special award known as "The Bismarck Cup". DAA's club President Ken Sproat is a dedicated supporter of the *DIPLOMACY* hobby, and his organization warrants the attention and appreciation of the hobby at large. For further information, write to: Ken Sproat, c/o Diplomacy Association of Australia, 14 Meaby Street, Jan Juc, Victoria 3228, AUSTRALIA.

The Infiltrator's Report



RANT is the official newsletter of the Richmond Area Gaming Enthusiasts (What else would you call the newsletter of a group called "RAGE"?). If their newsletter is any indication, R.A.G.E. members play everything, and are interested in feedback, submissions and new members. For information, write to: R.A.G.E., P.O. Box 70364, Richmond, VA 23255.

Richard Gutenkunst sent us a notice from the SGS (*Strategic Gaming Society?* Naught but the acronym appeared in the submitted materials), depicting a neat little one-pager called "*SGS Artillery Park for PANZERBLITZ*", wherein can be found rules and counters for all those artillery units mentioned in the back pages of the *PANZERBLITZ* rules, which for reasons of space were not produced in the game. The SGS Treasurer has these variant counters on hand, and for more information, members (and non-members) should write to: SGS, c/o George Phillies, 87-6 Park Avenue, Worcester, MA 01605.

Fans of Avalon Hill's sports games should look into *The Sports Page*, a newsletter devoted to the discussion of our various sports titles, including variants, surveys and other works of interest to armchair coaches, quarterbacks, managers, jockeys, *et al.* Address inquiries to: *The Sports Page*, c/o Mr. & Mrs. David Baumgardner, 3621 Wayland Drive, Fort Worth, TX 76133-3005.

Needing a break from ciphers, and maintaining the issue's focus on the Eastern Front in World War II, Contest #162 was born to provide some incentive for our non-wargaming audience to browse through some history, and allow our long-time *grogards* a chance to show off their stuff as amateur—or even professional—historians ("Look, honey; I won ten bucks! See, all those books and games *are* good for something!). The soldiers depicted on the cover of Volume 28, Number 3 were Sergeants Mikhail Yegorov and Meliton Kantaria, both of Captain Neustroyev's 1st Battalion, of Colonel Zinchenko's 756th Rifle Regiment, under Major-General Shatilov's 150th Division. Dozens of works in English can be found for this information, and every entry was courteous enough to provide at least one such verifiable source. Our

own source for this was John Erickson's *The Road to Berlin*, Westview Press, Boulder CO, 1983, pp. 605-606. The names of our winning entrants will appear in Volume 28, Number 5 of *The GENERAL*.

Contest #161 appeared at first, as so many before it, to require a random draw to pick ten winners. That is, until one of our sharp-eyed editors noticed a whole bunch of entries with the answer printed on the same typewriter, the entry photocopied, and different names entered. All these suspect entries were addressed to us here in the same hand, all bore the same postmark; and even the same type of stamp! Now, besides being a rather inept piece of borderline fraud, this was just bloody rude. We can only assume that this is the work of the same sort of twit who interprets every nuance of every rule to their own advantage, rather than attempting to understand the logic of what's going on in a given game. The same problem, albeit from different sources, has arisen once or twice in the balloting for the "So That's What You've Been Playing" column.

Since there has been no clear policy on these matters previously, here is one now: Entries for contests and votes for surveys which appear in the Avalon Hill *GENERAL* are limited to one per customer. Since this is a new rule, all the aforementioned duplicate entries were added to the random draw pile before choosing winners; this will no longer be the case in the future. The simplest solution would be to require the original contest entry form from the magazine, but since a lot of folks out there are loathe to hack up their magazines (or buy duplicates to do so), we'll try to avoid that extreme by all means, up to discontinuation of the Contest format altogether.

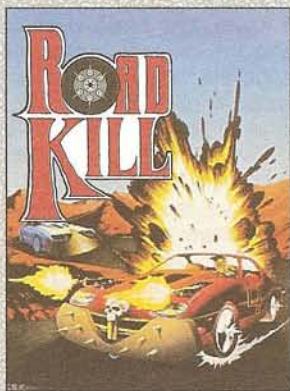
In any case, besides those who correctly decrypted the segment from MacArthur's farewell speech, there was one contestant whose entry "IHAVENOIDEAWHERETOBEGINNODECIPHERIT!" deserves an Honorable Mention. Besides being *un cri de couer*, It has the right number of letters! The winners are: Jim Burnett, Clinton, TN; James Eric Campbell, Landrum, SC; Randy Cox, Clemson, SC; Roger Cox, Inman, SC; George A. Garrett, Spartanburg, SC; Robert D. Laboon, Lake City, TN; Brent Pollock, Vancouver, BC, CANADA, Chris Ponder, Lawrenceville, GA; Harlow Stevens, Wheeling, IL; Ron Whaley, Knoxville, TN.



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CONTENTS:

One set of Control Panels
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One Rules Folder

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(Ages ten and up)

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Duke		1990		UNLV		1990		Arkansas		1990		Georgia Tech		1990	
C	Alaa Abdelnaby	C		C	David Butler	C		C	Mario Credit	D		C	Johnny McNeil	F	
LF	Christian Laettner	C		LF	Larry Johnson	B		LF	Todd Day	B		LF	Malcolm Mackey	E	
RF	Robert Brickey	D		RF	Stacey Augman	C		RF	Lenzie Howell	C		RF	Dennis Scott	AA	
LG	Bob Hurley	D		LG	Anderson Hunt	C		LG	Arlyn Bowers	F		LG	Brian Oliver	B	
RG	Phil Henderson	B		RG	Greg Anthony	D		RG	Lee Mayberry	C		RG	Kenny Anderson	B	
	Bench Grade	B			Bench Grade	C			Bench Grade	AA			Bench Grade	E	
	Defensive Grade	B			Defensive Grade	A			Defensive Grade	B			Defensive Grade	B	
	Coach M. Krzyzewski	4			Coach J. Tarkaniani	2			Coach N. Richardson	3			Coach Bobby Cremins	2	
	Blue Devils	94			Running Rebels	102			Razorbacks	98			Yellow Jackets	88	
Kansas		1991		UNLV		1991		North Carolina		1991		Duke		1991	
C	Mark Randall	C		C	George Ackles	E		C	Pete Chilcutt	D		C	Christian Laettner	B	
LF	Alonzo Jamison	D		LF	Larry Johnson	A		LF	Rick Fox	B		LF	Grant Hill	D	
RF	Mike Maddox	E		RF	Stacey Augman	C		RF	George Lynch	D		RF	Thomas Hill	D	
LG	Terry Brown	C		LG	Anderson Hunt	C		LG	Hubert Davis	D		LG	Bill McCaffrey	D	
RG	Adonis Jordan	D		RG	Greg Anthony	D		RG	King Rice	E		RG	Bob Hurley	D	
	Bench Grade	B			Bench Grade	C			Bench Grade	A			Bench Grade	B	
	Defensive Grade	A			Defensive Grade	A			Defensive Grade	B			Defensive Grade	A	
	Coach Roy Williams	4			Coach J. Tarkaniani	2			Coach Dean Smith	4			Coach M. Krzyzewski	2	
	Jayhawks	94			Running Rebels	100			Tar Heels	88			Blue Devils	98	
Duke		1992		Michigan		1992		Indiana		1992		Cincinnati		1992	
C	Christian Laettner	B		C	Juwan Howard	D		C	Matt Nover	E		C	Corie Blunt	E	
LF	Antonio Lang	E		LF	Chris Webber	C		LF	Calbert Cheaney	B		LF	Herb Jones	B	
RF	Brian Davis	D		RF	Ray Jackson	F		RF	Alan Henderson	D		RF	Terry Nelson	F	
LG	Thomas Hill	C		LG	Jalen Rose	B		LG	Chris Reynolds	F		LG	Anthony Buford	C	
RG	Bob Hurley	C		RG	Jimmy King	D		RG	Damon Bailey	D		RG	Nick Van Exel	D	
	Bench Grade	B			Bench Grade	B			Bench Grade	AA			Bench Grade	B	
	Defensive Grade	A			Defensive Grade	B			Defensive Grade	A			Defensive Grade	A	
	Coach M. Krzyzewski	4			Coach J. Tarkaniani	3			Coach Bob Knight	4			Coach Bob Huggins	2	
	Blue Devils	102			Wolverines	82			Hoosiers	100			Bearcats	88	
Michigan		1993		Kentucky		1993		North Carolina		1993		Kansas		1993	
C	Juwan Howard	C		C	Rodney Dent	F		C	Eric Montross	C		C	Eric Pauley	D	
LF	Chris Webber	B		LF	Rodrick Rhodes	D		LF	Brian Reese	D		LF	Richard Scott	D	
RF	Ray Jackson	D		RF	Jamal Mashburn	B		RF	George Lynch	C		RF	Darrin Hancock	E	
LG	Jalen Rose	C		LG	Travis Ford	C		LG	Donald Williams	C		LG	Rex Walters	C	
RG	Jimmy King	D		RG	Dale Brown	D		RG	Derrick Phelps	E		RG	Adonis Jordan	D	
	Bench Grade	D			Bench Grade	AA			Bench Grade	A			Bench Grade	AA	
	Defensive Grade	B			Defensive Grade	A			Defensive Grade	A			Defensive Grade	A	
	Coach Steve Fisher	3			Coach Rick Pitino	3			Coach Dean Smith	4			Coach Roy Williams	4	
	Wolverines	84			Wildcats	106			Tar Heels	104			Jayhawks	102	

GUADALCANAL 1992 \$35.00

Introductory Level Game of the Battles for Guadalcanal, 1942

INSTRUCTIONS:

Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right ("1" equating to excellent; "5", average; "9", terrible). EXCEPTION: Rate items 7a and 7b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and one-half hours to play the basic scenario of *HITLER'S WAR*, enter "15" for category 7a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 24, No. 5. Enter ratings only for those categories relevant to the game in question. Note that AH's ratings for Complexity, Year of Publication and Type (2P=two player; MP=multi-player; SO=solitaire) have been provided for your information.

- | | |
|----------------------------|---------------|
| 1. Overall Value | _____ |
| 2. Components | _____ |
| 2a. Mapboard | _____ |
| 2b. Counters | _____ |
| 2c. Rulebook | _____ |
| 3. Complexity | _____ |
| 3a. Avalon Hill Complexity | <u> 2 </u> |
| 4. Completeness | _____ |
| 5. Playability | _____ |
| 5a. Excitement Level | _____ |
| 5b. Play Balance | _____ |
| 6. Authenticity | _____ |
| 7. Game Length | _____ |
| 7a. Shortest | _____ |
| 7b. Longest | _____ |
| 8. Year of Publication | <u> 1992 </u> |
| 9. Type | <u> 2P </u> |

Good for Postage Charges Only on Complete Game Purchases

This coupon is valid only for mail order purchases of complete games direct from The Avalon Hill Game Company. Each postage coupon entitles the sender to deduct up to \$1.00 from the postage charges of any order for a complete game, provided the amount deducted does not exceed the total postage for that order. Coupons are not valid for parts, magazines, or PBM kit orders. Shipping charges are computed according to instructions found on the current Parts List and pre-paid order forms. Any past *GENERAL* postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$4, which he may pay by sending four postage coupons and \$15, or two postage coupons and \$17. Customer B lives in Canada and orders the same game. He must pay \$15 in US funds plus 8 postage coupons or \$15 plus \$1 (US) for each postage coupon less than 8 which he sends.

\$1.00

Volume 28, Number 4

\$1.00

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are always in vogue—be the subject books, television shows, movies or even games. The public seems never to tire of seeing how its favorite way of spending leisure time stacks up against the competition. So, to cater further to your whims (and to satisfy our own curiosity), this is The *GENERAL*'s version of the Gamer's Top Ten. From the responses to this form, your editor produces the regular column "So That's What You've Been Playing" found elsewhere in this issue.

We aren't asking you to subjectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or fewer) games which you've spent the most time playing since you received your last issue of The *GENERAL*. With the collation of these responses, we can generate a consensus list of what's being played by our readership. This list can serve both as a guide for us (for coverage in these pages) and others (convention organizers spring instantly to mind). The degree of correlation between this listing, the Best Sellers List, and the RBG should prove extremely interesting.

Feel free to list any game of any sort regardless of the manufacturer. There will be, of course, a built-in bias to the survey since the readers all play Avalon Hill games to some extent; but it should be no more prevalent than similar projects undertaken by other periodicals with special-interest based circulation. The amount to which this bias affects the final outcome will be left to the individual's own discretion.

1. _____
2. _____
3. _____

Opponent Wanted

50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in uncanceled U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and (if desired) phone number on the appropriate lines.
4. PLEASE PRINT CLEARLY AND LEGIBLY. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed in our limited space, we request that you use official state and game abbreviations. Don't list your entire collection; list only those games which you are most interested in locating opponents for.

Advanced Squad Leader—ASL/SL, Afrika Korps—AK, Air Force—AF, Arab-Israeli Wars—AIW, Attack Sub—ASUB, Battle of the Bulge—BB(Year), Blackbeard—BKBD, Blitzkrieg—BL, Britannia—BRIT, Circus Maximus—CM, Advanced Civilization—ACIV/CIV, D-Day—DD(Year), Devil's Den—DEV, Diplomacy—DIP, DUNE, 1830, Empires in Arms—EIA, Firepower—FP, Flat Top—FT, Flight Leader—FL, Fortress Europa—FE, Gangsters—GANG, Gettysburg—GE(Year), Gladiator—GL, Guadalcanal—GUAD(Year), Gunslinger—GSL, Guns Of August—GOA, Hitler's War—HW, Kremlin—KREM, Kingmaker—KM, Knights Of The Air—KOTA, Luftwaffe—LW, Magic Realm—MR, MBT, Merchant of Venus—MOV, Midway—MD(Year), Napoleon's Battles—NB, PanzerArmée Afrika—PAA, PanzerBlitz—PB, Panzergruppe Guderian—PGG, Panzer Leader—PL, Rail Baron—RB, Republic of Rome—ROR, Richtofen's War—RW, The Russian Campaign—TRC, Russian Front—RF, Samurai—SAM, 1776, Siege of Jerusalem—SOJ, Starship Troopers—SST, Stellar Conquest—SC, Storm Over Arnhem—SOA, Submarine—SUB, Tac Air—TA, Advanced Third Reich—A3R/3R, Thunder At Cassino—CASS, Titan—TT, Trireme—TRL, Turning Point: Stalingrad—TPS, Up Front—UF, Victory In The Pacific—VITP, War and Peace—W&P, Wooden Ships & Iron Men—WSIM, Wrasslin'—WRAS.

Name _____ Tel. _____
 Address _____
 City _____ State _____ ZIP _____

CONTEST #163

Contest #163 is another quiz. On Page 29 of this issue of The *GENERAL* can be found a list of twelve dates, each corresponding to an important event during the period of activity on the Western Front in World War II. Simply write a brief description of the event which occurred on that date in the space provided. An example would be:

FEBRUARY 12, 1941:

Rommel arrives in Tripoli to assume command of Axis forces.

Send us your entry or a reasonable facsimile (a photocopy or letter will do). To be valid, each entry must include your numerical rating for this issue as a whole ("1" being "excellent" and "10" being "terrible") and your rating of the three best articles, in your opinion and in order of your preference. The solution to Contest #163 will appear next issue, and the list of the ten winners (who will receive merchandise credit vouchers from Avalon Hill) in the issue following.

Issue as a whole _____ (Rate from 1 to 10, with "1" equating to excellent and "10" terrible). To be valid for consideration, your contest entry must also include your choice for the three best articles, as listed below:

1. _____
 2. _____
 3. _____
- NAME _____
 ADDRESS _____
 CITY _____ STATE _____ ZIP _____

BONE OF CONTENTION

ASL SCENARIO G15



VICTORY CONDITIONS: The Germans win immediately when both PzKpfw VG are Wrecks.

ROUEN, FRANCE, 31 August 1944: After their epic 20-day stand at Hill 112 and the breakout from the Falaise pocket, the men of SS-Panzer Detachment 102 were afoot when they reached Rouen. The surviving crewmen and mechanics had abandoned their last Tigers on the banks of the Seine itself before they crossed over to continue the retreat. But during the night of 30 August, their commander ordered lieutenants Fey and Baral to take a mixed force of tankers and mechanics back across the river to destroy a number of heavy tanks that had been left behind intact. Pioneers ferried the small group into the chaos of the crossing point the next morning. It was a wild miasma of wrecked and abandoned equipment, of wounded begging to be evacuated, of panicked German civilians, of rubble and continuing demolitions by naval engineers. Fey soon found three Tigers, drained of fuel and abandoned. Mechanics made short work of them, and more burning wrecks added their smoke to the pall over the city. Meanwhile Baral had learned from Wehrmacht stragglers that two Panthers sat immobile a few blocks away. The "kampfgruppe" moved on through the silent and seemingly empty streets, and found the tanks. But they were no longer abandoned! Blue-white-red insignia painted on the turrets indicated that French resistance fighters had taken possession. It was apparent to the tankers that they were trying to master the secrets of the gearbox, and were test-firing the machineguns. Even as they watched from the shadows, the turrets were rotated and a cheer went up from the maquisards. The lieutenants discussed the situation, and determined to put an end to this foolishness. More than enough panzerfausts to do the job were lying about along the shore. Having acquired a few, Baral and Fey launched their attack.

BOARD CONFIGURATION:

21	20
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BALANCE:

○ Delete two PF from the German OB.



♣ Extend Game Length to 8 Turns.








TURN RECORD CHART



○ PARTISAN Sets Up First	♣	1	2	3	4	5	6	7	END
♣ GERMAN Moves First									







Elements of BCRA Maquis de Rouen [ELR: 5] set up within four hexes of 20R9 (see SSR 3): {SAN: 4}

 3-3-7	 1-2-7	 8-1	 7-0	 3-8
6	7			2

Elements of SS-Panzer Abteilung 102 [ELR: 4] enter on Turn 1 along the south or east edge: {SAN: 3}

 4-3-6	 1-2-7	 8-2	 8-1	 3-8	
5	4		2	13	

SPECIAL RULES:

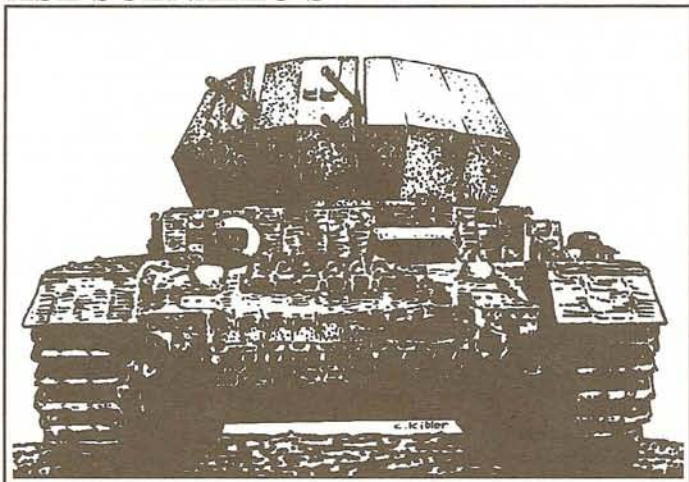
1. EC are Moderate, with no wind at start.
2. Prior to Partisan setup, place one German PzKpfw VG in each of the following hexes: 20T9 (CA: T8/U9) and 21Q1 (CA: R1/Q2). Both are Abandoned (D5.4) and Immobilized (D8.1). Partisan use of the sN is NA.
3. Partisan MMC may not be set up initially in a hex with another friendly MMC, nor with either AFV.
4. All Partisan units suffer from Ammunition Shortage (A19.131). Partisans may neither Deploy nor form multi-Location FG. Both Partisan LMGs are German, and Captured-use penalties apply.
5. Use optional rule C13.311 for recording possession, and usage, of the PF listed in the German OB. No other (i.e., normally Inherent) PF are available.
6. Kindling Attempts are NA.

AFTERMATH: Across backyards and walls, the Germans worked their way into position around the partisans guarding the prizes. At the signal, Baral's mechanics, firing scavenged machineguns and rifles, forced the partisans to take cover and cleared the street. A short and noisy, if rather ineffective, firefight raged. In this confusion, Fey's group of tank crewmen crept near the Panthers. With a roar, their rockets found the targets at the shortest range. Now it was time for them to get out. A few hand grenades from an ad-hoc rearguard kept the enraged French at a distance. Free from pursuers, the little band reached the harbor. But they had missed the meeting with their boat and pilot. Watching a few desperate soldiers who attempted to swim across shot from the shore and sink helplessly, the lieutenants abandoned their first plan of escape. Convinced that the enemy would arrive any minute, and that the Maquis would soon engage in a wholesale slaughter of stragglers, the SS tankers were frantic to cross the Seine. They crept along the river into the countryside until they finally found a rowboat which took the group across the water, ten men at a time.

THE WHIRLWIND



ASL SCENARIO S



Near ASCHAFFENBURG, GERMANY, 18 April 1945: As the German defenses crumbled before the U.S. Third Army, the fighting became fluid and confused. On the night of the 17th of April, elements of a recon troop of the American 26th Infantry Division occupied a tiny village on the outskirts of Aschaffenburg without opposition. Based on civilian reports of this presence by the enemy, the staff of the 471st Replacement Division, the only German military unit in the vicinity, launched a hasty counterattack.

BOARD CONFIGURATION:



BALANCE:

- ☆ Add a third Baz 45 to the American OB.
- ⊕ The German AFV is not limited in its initial placement; ignore SSR 4.

VICTORY CONDITIONS: The Germans win if at game end they Control all buildings within three hexes of hex 10Y5. (Contiguous row-houses are considered one building for victory purposes, but not for Mopping Up; A12.153.)

TURN RECORD CHART

☆ AMERICAN Sets Up and Moves First	1	2	3	4	5	6	7	END
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★ Elements of the 26th Infantry Division [ELR: 3] set up on board 10 (see SSR 3): {SAN: 3}

1 6-6-6	8-1	7-0	BAZ 45 XII WPG 8-5
8			2

⊕ Elements of Ersatzdivision Stab 471 [ELR: 2] set up on board 5 on/east-of hexrow Q (see SSR 4): {SAN: 3}

1 4-6-7	9-2	8-1	LMG T 3-8	14 ④ ③ ② ① *20L (20) 3/-/*
12			4	

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All buildings are wooden. Kindling Attempts are NA.
3. All American units may use HIP in Concealment Terrain.
4. The German AFV must be set up on a road or woods-road hex.
5. Civilian Interrogation (E2.4) is allowed. The German is considered the ATTACKER, but is in a friendly country.

AFTERMATH: The German HQ unit, with the aid of its remaining *Wirbelwind*, drove aggressively into the village square. After a short, vicious firefight, the Americans were dislodged; the shattering effect of the Flakpanzer as a close infantry support weapon had proven too much for the GIs, who saw little reason to die for a position that would soon be bypassed in any case. Indeed, the next day the surviving staff of the 471st was cut off as the Third Army pushed deeper into Germany.